

RULES 2ND EDITION

COMPANY^{of} HEROESTM

BOARD GAME



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1.0 - INTRODUCTION

Good morning soldiers! Welcome to your training detail. This army has produced some of the finest officers in the world and we are confident you will join their ranks soon. We will begin by teaching you the basics of command, maneuvering troops, combat orders, and the all-important logistical details of supply that an army runs on. The Army Officers Training Manual lies in front of you, but HQ has also prepared a film reel to help speed up your preparations. Learn well and learn quick, soldier; the greatest threat to civilization in history marches across Europe, and only officers and the men that follow them can stop it.

<https://badcrowgames.com/company-of-heroes/>



**! THIS RULEBOOK !
IS BEST USED AS
A REFERENCE IN
CONJUNCTION WITH
THE TUTORIAL VIDEO**

1.1 - COMPONENTS

Note that this is the 2 Player Core Set. Extra factions have their own components needed to play alongside this set. Use the Master Inventory List to see exact counts. (badcrowgames.com/company-of-heroes/)

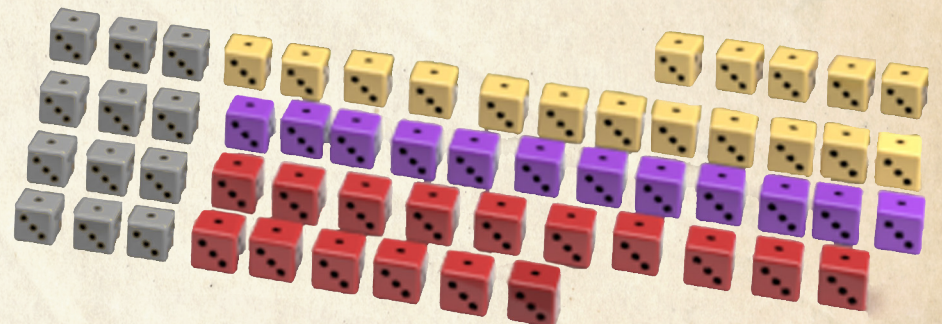
2 HQ Boards



Dice (36 White - Damage, 16 Red - Status, 20 Blue - Unit, 16 Green - Veteran)



Health Tracking Pip Dice (18 Yellow - Light Vehicles, 16 Red - Heavy Vehicles, 12 Purple - Emplacements, 12 Grey - Building)



6 Building Boards



12 Clear Infantry Trays

10 Mortars, AT Guns & Machine Guns

12 Commander Cards



Rulebook, Faction Guide & Mission Booklet

1.1 - COMPONENTS



8 Standard Emplacement Tokens



12 Field Defense Tokens



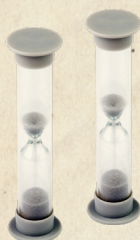
4 Base Tokens



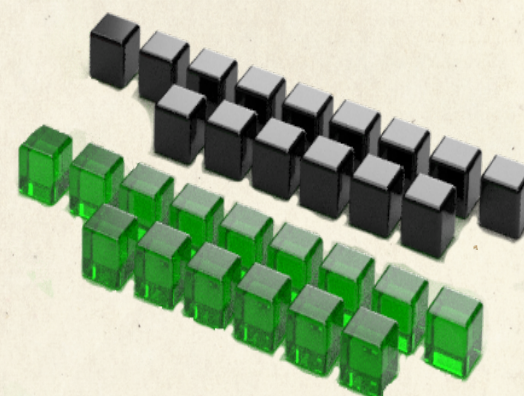
16 Flag Tokens
16 Resource Tokens



40 White Cubes



2 Sand Timers



30 Command Point (CP) Cubes



2 Double-Sided Map Panels - Moro River and Ardennes Forest



14 Operations Deck Cards

1.1 - COMPONENTS

2 PLAYER CORE SET MINIATURES

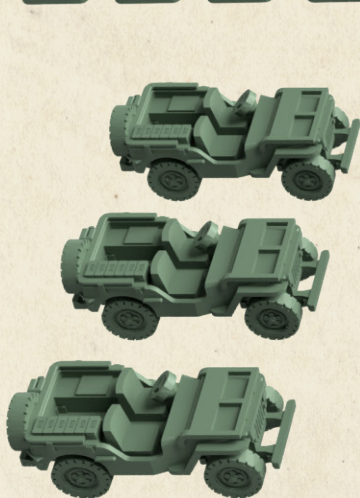
76mm / Easy Eight
Sherman Turrets

20 x US Riflemen

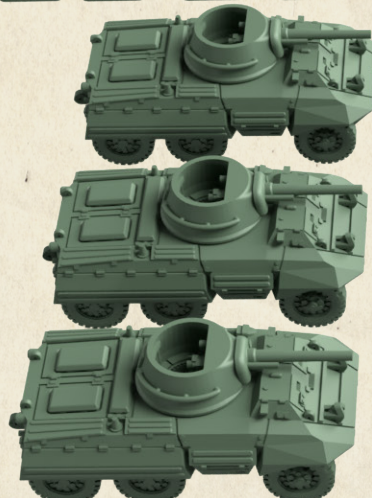
6 x Bazookas

2 x Majors

M7 Priest



Willys Jeep



M8 Greyhound



M4A3 Sherman

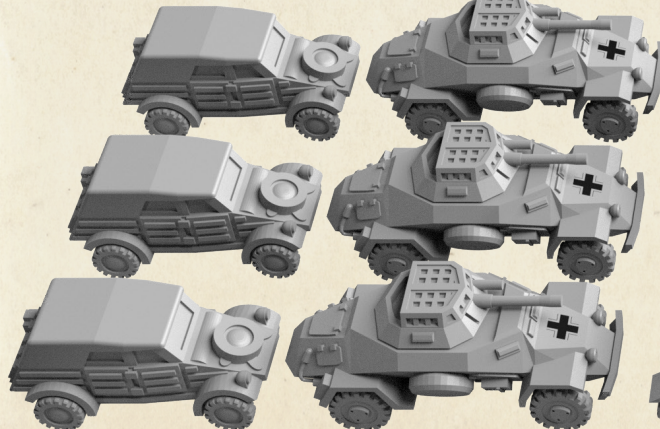
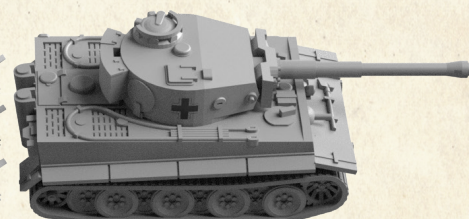


M10 Wolverine

20 x German Grenadiers

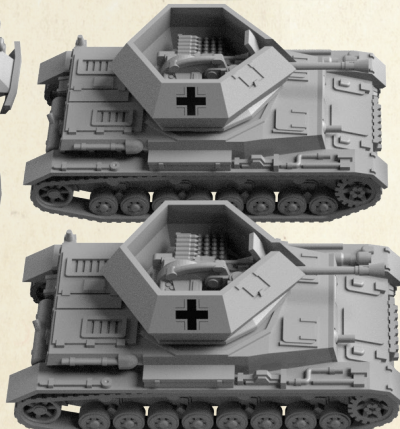
6 x Panzerschreck

Tiger

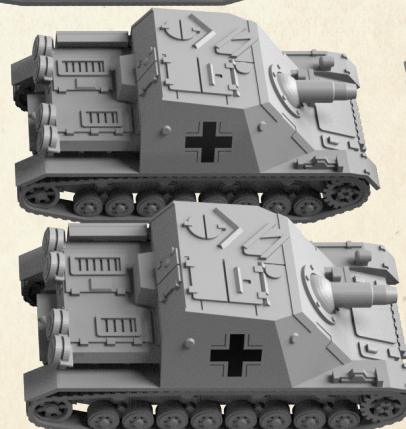


Kübelwagen

Sd.Kfz. 222



Ostwind



Sturmpanzer



Panzer IV

2.1 - FIRST GAME RULES

The First Game Rules are designed to teach new players the core rules and get them into the game. The Full Game Rules are in **grey** boxes, adding onto the First Game Rules for the full game experience. Until you are ready, ignore all grey boxes and the icons and abilities in them.

2.2 - OBJECTIVE AND GAME SETUP

Your objective is to gain the most Victory Points (VPs). Play occurs until one or more teams reach the End Game Condition VPs during the “Check for Victory Point End Game Trigger” step of the Supply Phase.

You gain VPs by:

- Controlling Victory Point hexes (Focus on these!)
- Destroying enemy units

Place the two matching map boards in the center of the playing area. Make sure that all dice, cubes, and markers are within reach of all players. *Players can play on small - 1, medium - 2, large - 3 and huge - 4 panel maps.*

1



2

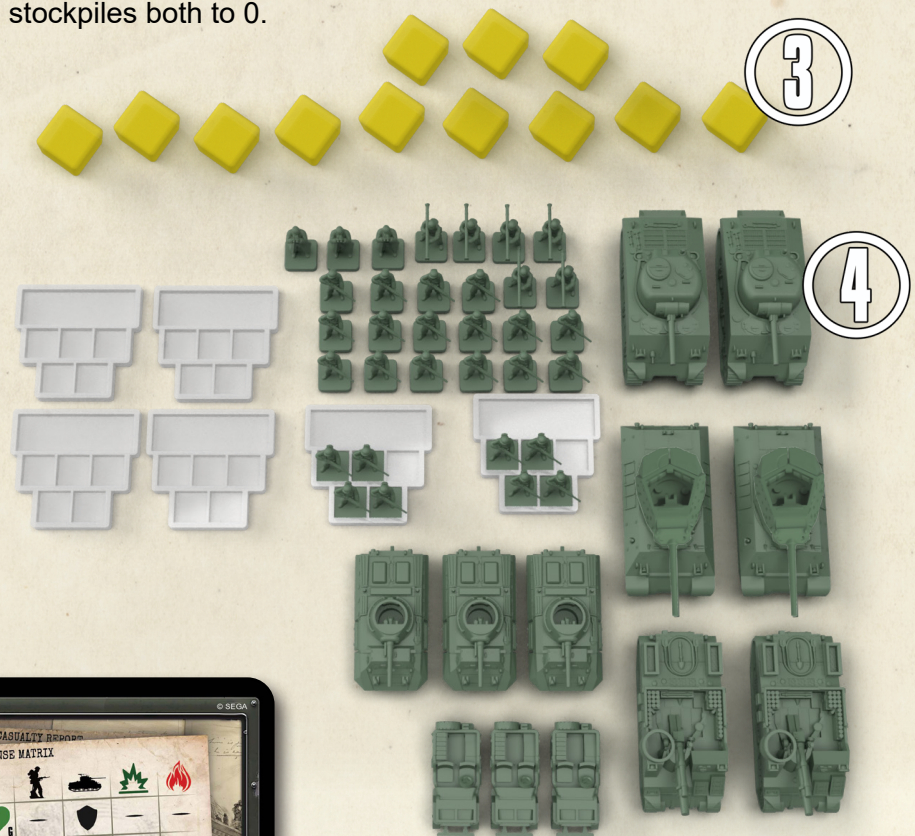


For 1 vs 1 games, it is recommended to play on (2 panel) medium maps. For 2 vs 2 games, it is recommended to play on large maps (3 panel). The small, single-panel maps are for special scenarios.

Players should divide into two teams and sit on opposite sides of the board. Each player should have the following:

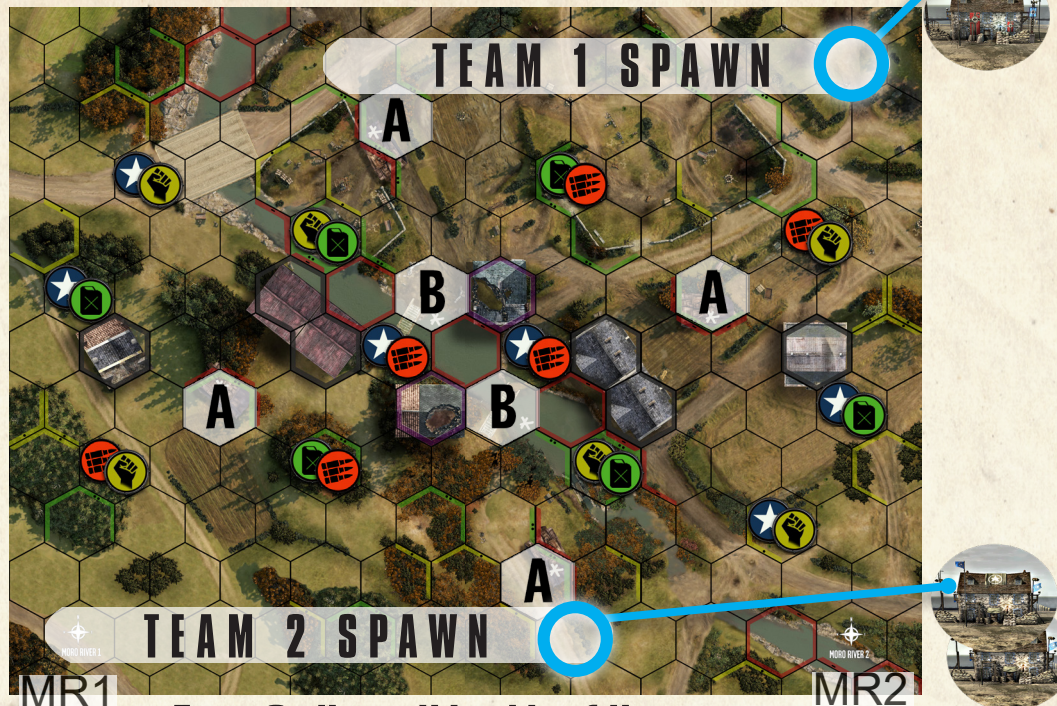
- ① HQ Board with 8 white cubes as shown
- ② All three Building Boards from selected faction
- ③ Twelve Command Point (CP) cubes of one color
(Fifteen in the Full Game - See Operations deck p. 9)
- ④ A faction's miniatures and six Infantry trays

Flip the second- and third-tier Building Boards face down, so that only the first Building Board is showing its units. You can only produce units from “unlocked” (face-up) Building Boards. Use white cubes to set your resource incomes to 1, and your resource stockpiles based on the selected map (See Mission Booklet). Set Victory Point income and stockpiles both to 0.



2.2 - OBJECTIVE AND GAME SETUP

Team 1 sits on this side of the map



Team 2 sits on this side of the map

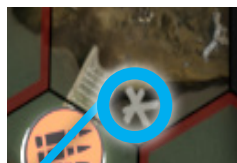
Place Base Tokens on each edge hex of each Team's Spawn Area.

Tier Building Boards

Each player faction's Building Boards detail which units can be Spawned, their stats, and upgrades. Each player starts with their first-tier Building Board face up "unlocked," but will be able to unlock two others throughout the game, granting access to more advanced units.

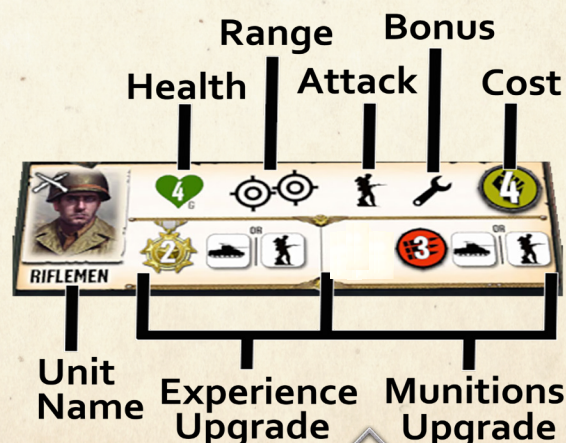
Each unit has a health value, range, attack, and bonus abilities listed in the first row. Upgrades and other abilities are listed in the second row of each unit along with their upgrade cost. Unlocking additional Tier Buildings is done during the Supply Phase. (p. 24)

Each unit in the Company of Heroes Board Game belongs to one of four unit types. These types are indicated by the color of their health symbol on the Building Board. The types of units are: Infantry - Green, Light Vehicles - Yellow, Heavy Vehicles - Red, and Emplacements - Purple. The color is noted to the bottom-right of each unit's "health heart" with the first letter: G, Y, R, or P.



Ignore these on the **A** and **B** Hexes (shown above) on Moro River for your first game. In the Full Game Rules, they are permanent tank traps. See p. 11.

A
B



6

Map Setup

First 1 vs 1 Game - Lay the two Moro River map panels in the center of the play area with the resource tokens as shown. The map panels are identified by the compass icon on the bottom row of each panel. **Other maps and their setup stockpiles are available in the Mission Booklet.**

Starting Income: 1 1 1

Starting Stockpile: 4 2 3

Opposing teams sit on opposite sides of the map.

Players determine the length of the game by choosing an end game condition below. For your first 1 vs 1 game we recommend a Short game to 18 Victory Points (VP).

1 vs 1
End Game Condition: Short / Medium / Long
18 / 21 / 24

The game ends during Supply Phase Step 3 of any Round if one or more teams reach the End Game Condition. 3 Bonus VPs are awarded to the team with the most VP income from Victory Capture Points (no points for a tie). The team with the greatest VP total is the winner. If the score is tied, the team that started the game going first wins (See p. 24 - Step 3 Check End Game Trigger).

Some scenarios specify alternate conditions in their Map Setup section. For 2 vs 2, 3 vs 3, and 4 vs 4 maps, teams share VPs and play with one of these End Game Conditions:

Team Game End Game Condition: Short / Medium / Long
21 / 24 / 27



2.3 - UNIT TYPES



Infantry



Light Vehicle



Heavy Vehicle



Emplacements



All units have a unit type determined by the color of the unit's health heart, each having a letter code to the bottom-right of the heart:
G - Infantry, Y - Light Vehicle, R - Heavy Vehicle, P - Emplacement.
The primary difference between unit types is what types of Damage they are resistant to, explained in the Damage section (see p. 19).

2.4 - SPAWNING STARTING INFANTRY

Spawning and Spawn Points

Starting Infantry and all units purchased throughout the game are placed on the map into their Team's Spawn Area (this is known as "Spawning") by default, unless specifically stated otherwise. Each map scenario specifies Spawn Areas. These are marked on the map with their team number. *For example, Hill 331 has vertical Spawn points running north and south, while most maps have a horizontal Spawn, shown below.*



Language Pack Translation Note: Map Spawns are not translated from English.
This above translates to: Team 1 Spawn.



Spawn Areas

Most maps identify the Spawn Areas as the back rows, closest to the players. On the Moro River map, the Spawn Area is the back row (from the team's perspective), as indicated in the image to the left.

Starting Units

Each player chooses three Infantry squads from their Tier 1 Building Board to start the game with. Infantry are represented by a green health heart under their health column. Infantry are divided into two types: Regular Infantry and Weapon Teams. Both types are considered Infantry whenever a rule refers to "Infantry," including selected starting units. Some rules will specify if they apply to Regular Infantry or Weapon Teams.

Note: If playing on a smaller than recommended map size, such as two panels for a 2 vs 2, then have each player start with only 2 Infantry instead.



Infantry



As an example, the US can Spawn any combination of 3 total Riflemen and/or Mortar Teams, since those both are "green health" units from their Tier 1 Building.

When Spawning an Infantry squad, place one Infantry figure in an Infantry tray for each point of health the squad has (the number on the green health symbol), then place them on a hex in your team's Spawn Area. When Spawning a Weapon Team such as a Mortar Team, place the Infantry figures alongside the appropriate weapon miniature (mortar, machine gun, or anti-tank gun). The weapon miniature does not represent health.

Recommendation: When placing starting Infantry, look to place as many of them within 3 hexes of Control Points as possible.

As players purchase new units, they will Spawn in their team's Spawn Area. Each map's Spawn Areas are indicated in the Mission Booklet. Place a matching set of Team Base tokens on the hexes at each end of the Spawn Area as a reminder of each team's Spawn Area.

3.0 - ROUND OVERVIEW

The game is divided into rounds, each with three phases:

1. Maneuver Phase: Teams determine turn order, then take turns spending Command Points (CPs) to move their units.

2. Damage Phase: Teams simultaneously assign Damage by placing Damage Dice, and gain Experience (XP). Occupied enemy resource hexes are neutralized. Defenders roll any applicable Defense Dice, Damage is applied, and destroyed units are removed.

3. Supply Phase: Occupied resource hexes are Captured, incomes are adjusted, stockpiles are collected. Resources are spent on units, Tier Building Boards, upgrades, and Commander Tiers. Infantry can be Reinforced, and Vehicles and Emplacements can be Repaired.

4.0 - MANEUVER PHASE - STEP 1 TURN ORDER

At the beginning of the game, determine which team is going first in the first round. One player from each team rolls three Damage Dice. The team which rolls the most green symbols goes first (black symbols are a tie breaker; re-roll if needed).



The team going second chooses and places all of their starting units first. For each round after the first, the team that goes first alternates back and forth from one round to the next.

In the First Game Rules, each Maneuver Phase grants each player 3 CP for each of the 4 turns in the Maneuver Phase. In the Full Game Rules, the Operations Deck varies the amount of turns (and thus, total CP spent) each Maneuver Phase, as explained on the next page.

For competitive play, allow whoever wins the roll to pick their team's side of the Mission and their faction, OR if they want to go first or second. The other team then gets to make the other choice.



Full Round - Step by Step

Here is a full step-by-step detail of each of the Phases that occur each round. In the following sections these steps will be broken down in further detail. A copy of these steps (shown below) can be found on the back of this booklet.

Maneuver Phase

1. Turn Order - Alternate first team each round.
In Full Game Rules, the first team draws and picks an Operation.
2. Spend three CPs for each player on a team, alternating between teams until all twelve (or chosen Operation amount in Full Game Rules) are spent or forfeited. Each hex of movement costs one CP.
3. Perform Infantry Retreats in team order (Skip in First Game Rules)

Damage Phase

1. Machine Guns Assign Damage and Pins
2. Neutralize, Assign all Damage, Collect Experience (XP)
3. Defender rolls applicable Defense Dice
4. Apply resulting Damage
5. Remove destroyed units, Collect Experience (XP) and Victory Points (VP), and resolve Assaults (Skip in First Game Rules)

Supply Phase

1. Neutralize, Capture flags, and adjust incomes
2. Collect resources according to income levels
3. Check for Victory Point End Game Trigger
4. Spend resources, Spawn units, purchase upgrades, unlock Tier Buildings
5. Remove Retreat and Pin Dice, Perform Repairs and Reinforcements

4.0.1 - OPERATIONS DECK - FULL GAME RULES

Operations Deck- Variable Turn Number / CP

Shuffle the Operations Deck during setup and set it in a centralized location.



1 At the start of each Maneuver Phase, the current first player / team secretly draws the top card and looks at it. **They select the top or bottom Operation, comparing the numbers shown at the top left and the bottom right. Then, they choose the option for number of turns they want to have in the round.** The top numbers range from 2 - 4 turns (6 - 12 CPs), while the bottom numbers range from 3 - 5 turns (9 - 15 CPs).

2 Next, they secretly place the card face down with the selected Operation (top or bottom) facing toward the board. Then, they inform their opponent(s) if they chose the top (2-4) or bottom (3-5), but not the exact number of turns shown. If properly placed with their selected Operation facing the board, the chosen side should be visually identifiable to all players based on the back image.

3 Finally, reveal the card after the indicated number of turns are completed by each team, ending the Maneuver Phase. All players of each team should have had an opportunity to place up to 3 CPs each turn as in the First Game Rules, following turn order and alternating between teams.

Both teams get a final chance to retreat any Infantry in turn order. Discard the Operations card to a discard pile face up next to the deck.



In this example, the first player / team draws the card above, and chooses the 2 Turn Operation at the top of the card (the 2-4 Turn option). They flip the card face down, and point the 2-4 side towards the map panels to indicate their choice to their opponent.

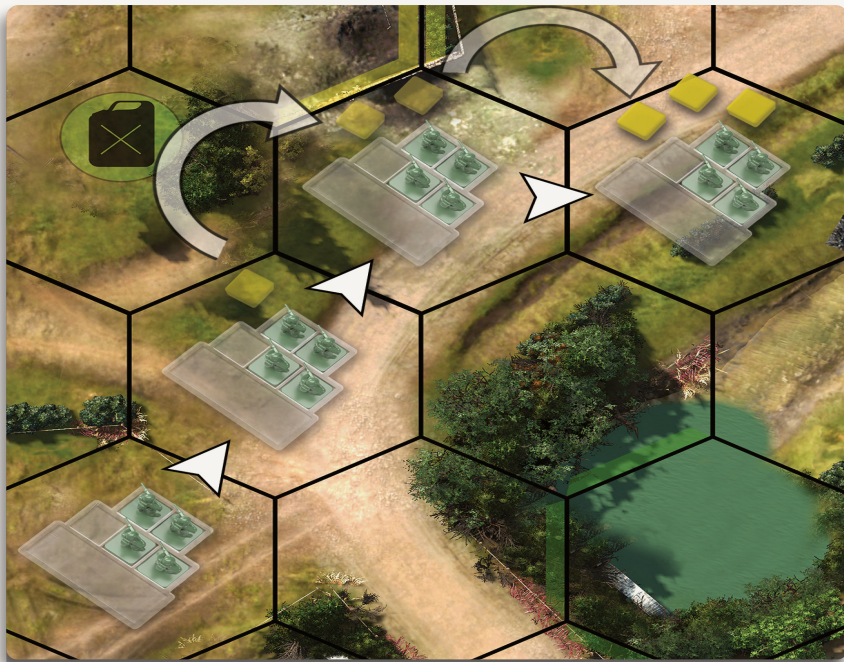


If the player / team wanted to choose 5 instead, they would flip face down and rotate with the 3-5 facing the board instead.

4.1 - MANEUVER PHASE - STEP 2 SPENDING CP

Maneuver Phase Structure - Command Points (CP)

Players spend three Command Points (CPs) per turn. They can divide these CPs among multiple units or spend them all on one unit. Players forfeit unused CP. All players on a team spend their three CP at the same time and they can only spend their own CP. It cannot be stockpiled or shared. Turns alternate between teams. Once all players have spent or forfeited their twelve CPs (or chosen Operation amount in Full Game rules), remove CPs from the map, perform any Infantry Retreats (Full Game rules, p. 15), and move on to the Damage Phase.



This Infantry squad has spent three CPs so it cannot move any more this round. Note that the term "round" is different from a "turn." A round is the full cycle of all phases. A turn is a division in the Maneuver Phase where team members spend up to 3 CPs to move units.

Basic Movement

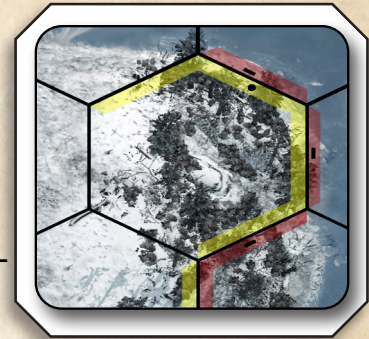
Up to a maximum of **three total** CPs per Round may be spent on a unit. This includes moving one hex per CP, with exceptions and rules specific or common to each unit type noted later in this section. To move a unit, place a CP cube in the target hex, then move the unit. Keep all CPs with the unit to track how many CPs a unit spent this round.

Players spend CPs on any of their units, in any order, on any turn.

Example: Player One spends two CPs to move a US Rifleman squad two hexes in one turn. On a later turn, he spends a third and final CP to move it a third hex. That Infantry squad has now used a total of 3 CPs, and cannot move again until the following Maneuver Phase.

Impassable Terrain (red lines)

Units cannot move through, Spawn across, Repair, Reinforce, or construct Emplacements across impassable terrain lines. This terrain does not block line of sight. All of these terms will be explained later. They use the colorblind-friendly "dash" symbol on the 2E maps.



Obstacles to Movement

Units cannot move through hexes with water, or through red impassable terrain lines. However, they may move through, but not end their movement on, an allied or enemy unit.

Only one unit may occupy a hex, with the only exception being during an Assault in the Full Game Rules (see p. 22).

4.1.1 - MANEUVER - INFANTRY

Infantry (Green) Units

Infantry are your core units. Throughout each Round, you will be relying on your Infantry to move to Capture points (most critically, Victory Capture Points) in order to win.

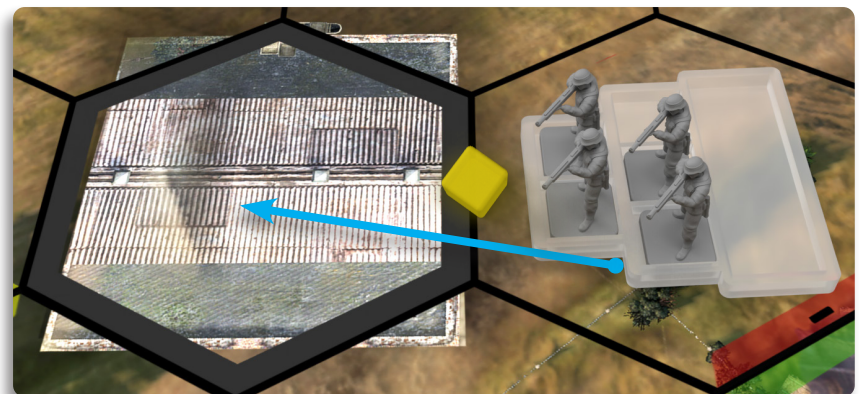
All Infantry Capture

All Infantry Capture points. As there are no exceptions, the Capture icon is not shown on them. See Supply Phase, p. 23.



All Infantry can enter Buildings, including Destroyed Buildings. Infantry enter Buildings and Destroyed Buildings with normal movement, and can leave the Building during the same round they enter. Buildings provide Defense Dice in combat (see Static Defenses, p. 20-21).

Building hexes, in addition to dark grey (1E - green) lines, are illustrated with a building. Destroyed Buildings have purple lines.



The player spends one CP to move their Grenadier squad into the Building. If the player has more CP to spend this Round, they can spend one CP for the Grenadier to leave the Building to an adjacent hex.

4.1.1 - MANEUVER - INFANTRY

Battlefield Defenses

During the Maneuver Phase, a unit with the Wrench ability may spend one CP to construct Battlefield Defenses (up to the number of Wrenches depicted on the unit) for 1 CP. For example, Sturmpanners with 2 Wrenches can build 2 Battlefield Defenses for 1 CP. This CP counts towards a unit's 3 CP limit during the Maneuver Phase. Defenses are built on the same hex as the unit. They cannot be constructed while in Buildings, but can be while in a Transport. Different types of Battlefield Defenses can be constructed in the same hex. Battlefield Defenses cannot be built on a hex with an active Assault (see p. 22).

All Battlefield Defenses have 2 "flat" health. This means if two or more total Damage is assigned to any targets on the hex, including the Battlefield Defense itself, (even if the Damage "misses" in the case of HE), then all Battlefield Defenses on that hex are destroyed at the end of the Damage Phase, returning to the supply. **If only 1 Damage is assigned, then Battlefield Defenses take no Damage.** See Damage Phase Overview - Assign Damage, p. 17.

While moving through an ally, all CPs are spent at the same time. Battlefield Defenses may be built on the hex of an allied unit while moving.

Sandbags

Sandbags provide Heavy Cover in two directions. Unlike other Battlefield Defenses, sandbags are directional. Multiple sandbags can be built in a single hex to cover more directions. Defenses from overlapping sandbags do not stack. Sandbags are destroyed if any Heavy Vehicle moves into the hex from any side. For Assaults (p. 22), they are destroyed after the Assault is resolved. Sandbags do not stack with other Cover. See Static Defenses - Cover Lines for Cover rules, p. 21

Additional Battlefield Defenses - Full Game Rules

Barbed Wire

Prevents all Infantry from moving into the hex and Emplacements from being built on it regardless of who constructed it. Barbed Wire is destroyed if a Heavy Vehicle moves into its hex. It has no effect on Light Vehicles.

Tank Trap

Prevents all Vehicles from moving into the hex regardless of who constructed it.

Units where the constructed Barbed Wire or Tank Traps are may move out of the hex, but not back in if it prevents their unit type from moving in.

Whenever you see this symbol, such as on Moro River, treat them as permanent Tank Traps that cannot be destroyed.



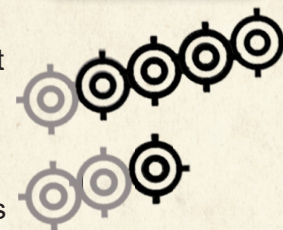
4.1.2 - MANEUVER - INFANTRY, EMPLACEMENTS, SETUP

Weapon Teams (Green) Units



Mortar, Anti-Tank Gun, and Machine Gun Teams are a subset of Infantry called Weapon Teams. They are indicated by a 'No-Fire' icon in the bottom-right of their unit portrait. Weapon Teams Spawn with a Status Die showing the 'No-Fire' icon to show that the Weapon Team is packed up and cannot fire.

Some units not only have a maximum range, but also a minimum range, as indicated by greyed out range icons. Mortar Teams may not attack a hex at less than two range away. Snipers, while not a Weapon Team, may not attack units at less than three range.



Emplacements (Purple) Units



Emplacements are stationary units and never move once constructed. Just like Weapon Teams, Emplacements Spawn with a 'No-Fire' Die (also on bottom right of their portrait) which shows they are packed up and cannot fire.

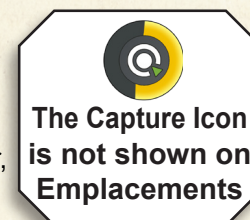


During the Supply Phase, except the Round in which it Spawns, an Infantry unit can construct one Emplacement on an adjacent hex for each Wrench icon it has. Emplacements cannot be constructed onto Barbed Wire, rivers, across impassable terrain, on Buildings, or onto a hex where there is already a unit. However, **Emplacements can be built from inside a Building or Transport Vehicle.**



All Emplacements Capture

All Emplacements Capture points. As there are no exceptions, the Capture icon is not shown on them. However, since they are built after the Capture Step, they do not Capture the Control Point they are on until the following Round's Supply Phase Capture Step. See Supply Phase, p. 23

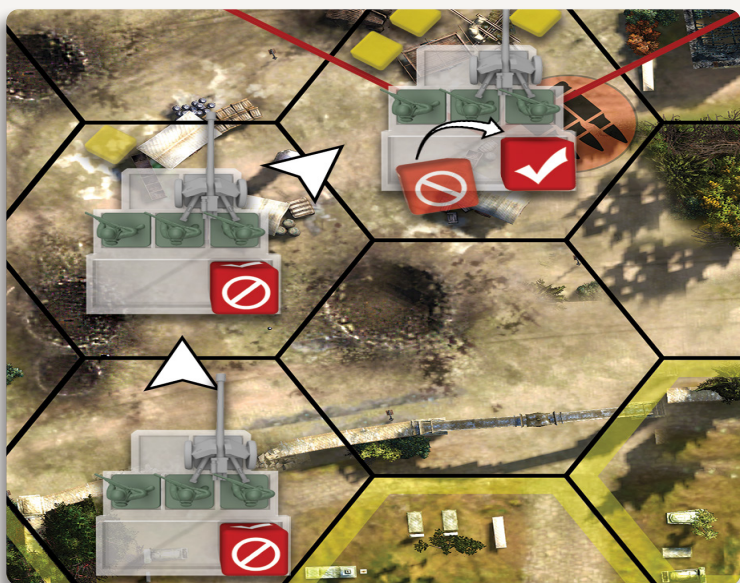


4.1.2 - MANEUVER - INFANTRY, EMPLACEMENTS, SET-UP

Set-Up - Weapon Teams / Emplacement

Weapon Teams must spend one CP to set up to fire, noted by this icon.  After setting up, the team must pay a CP to pack up before it can move again. Weapon Teams can only attack when set up, and can only move when packed up.

Similarly, any Emplacement that deals Damage must be set-up to fire.



The Anti-Tank Gun Team moves two hexes, then spends its last CP to set up.

In the Full Game Rules, its Firing Arc is locked unless it packs up and sets up again. See right panel.

Regular Infantry (Green) Units

Regular Infantry refers to all Infantry that are not Weapon Teams. While all Infantry can enter Buildings, and all Regular Infantry attack normally from Buildings, some Weapon Teams cannot set up in Buildings. These Weapon Teams have an icon reminder on their Building Board. This includes Mortar Teams and most Anti-Tank Gun Teams.



Cannot Setup
in Buildings

Transport

Some Vehicles have the ability to transport an Infantry unit. Each player's own transport Vehicles can be entered/exited to/from an adjacent hex by spending a CP on an Infantry unit to move, just like entering/exiting Buildings. Weapon Teams cannot set up while in Vehicles, shown by this icon. Transports with Infantry inside do not Capture unless the Transport Captures.



Cannot Setup
in Transports

Regular Infantry can fire out of the Vehicle and cannot be targeted directly. If the Vehicle is destroyed so is the Infantry. **Infantry can Spawn in Transport Vehicles that are on a valid hex to Spawn on such as in your Spawn Area.**

4.1.3 - MANEUVER - MACHINE GUN PINNING, FIRING ARCS

Machine Guns Pinning (MGs and MG Bunkers



Set-up Machine Guns (MGs) have the ability to Pin the target they attack in the Damage Phase.

Pinning is a negative status effect that can be inflicted on all Infantry except set-up MGs. **Set-up Machine Guns cannot be Pinned. Infantry in transports and Buildings (unless Assaulting an MG) cannot be Pinned.**

Pinned Infantry cannot assign Damage. Pin lasts until the end of the Round (Supply Phase Step 5), preventing the **Pinned Infantry from neutralizing or Capturing** unless the source of the Pin is destroyed, or vision of the unit is lost (E.g., a Camouflage spotter being destroyed).

Firing Arcs - First Game Rules

In the First Game Rules there are no Firing Arcs and all units can fire in any direction. For instance, an MG can pick any Infantry in range to attack and Pin in the Damage Phase.

Firing Arcs - Full Game Rules

All Weapon Teams, Emplacements, and Heavy Vehicles with fixed guns (not turreted) have a Firing Arc (see Heavy Vehicles p. 14). These units can only attack targets that are in their Firing Arc.

When spending a CP to set up, the Weapon Team chooses a direction to face, which determines its Firing Arc.

Firing Arcs include the unit's own hex and extend in a cone, starting from the hex in front of the unit's chosen direction. Its own hex matters for Assaults, and as such you rarely want to Assault MGs with Infantry (see Assault p. 22).

To change their Firing Arc, Weapon Teams and Emplacements must set up again. *One CP to pack up, one to set up, for a total of two CPs.*



This Anti-Tank Gun Team has a range of 4, but the default sight range of 2. It will need a spotter for targets at range 3 or 4. Luckily, a Wolverine spots the Tiger Tank, allowing it to be targeted during the Damage Phase.

4.1.4 - MANEUVER - OVERWATCH PINNING - FULL GAME RULES



Machine Guns (MGs and MG bunkers): Machine Guns now have Overwatch when set up.



Overwatch is a defensive Firing Arc that affects all enemy Infantry. Overwatch deals 1 guaranteed Damage (regardless of what amount and type of Damage that the Overwatch unit has).

Overwatch only occurs during the Maneuver Phase. Overwatch does not apply the Pinned status. Only enemy Infantry assigned Damage in the Damage Phase are Pinned.

Each time an enemy Infantry voluntarily moves onto a hex in range and vision of a set-up MG's Firing Arc, it immediately takes 1 Damage. Retreating units do not take Overwatch damage.

If 2 MG Firing Arcs overlap a hex, 2 Damage is taken. If an enemy Infantry is destroyed from Overwatch, you gain a VP as normal (unless the Infantry has Heroic Sacrifice). However, no XP is gained for the controller of the destroyed unit.



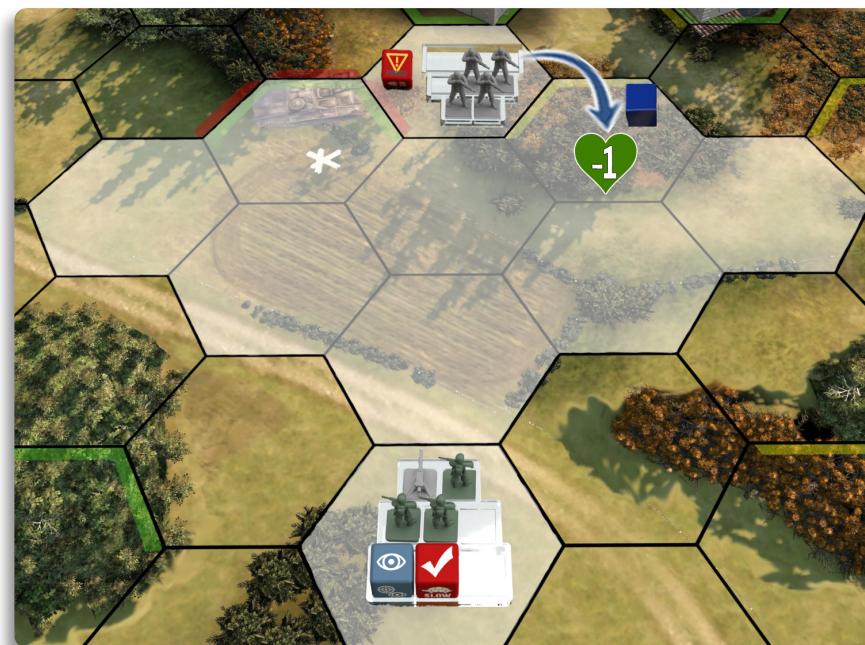
Triggering Overwatch

Assaulting an enemy MG's hex triggers Overwatch Damage, even if the MG is in a Building. The MG may target the Assaulting unit in the Damage Phase to Pin it (see Assault p. 22).

There is no "Assaulted from" direction, meaning a Machine Gun cannot be "flanked" by Assaults, even from outside its Firing Arc. Set-up MGs can attack their own hex, and since an Assault puts a unit on its own hex, it is a valid target for the MG.

Infantry inside of or entering a Transport Vehicle do not trigger Overwatch. An Infantry entering a Building does not trigger Overwatch unless assaulting an MG (only the Assaulted MG applies Overwatch Damage, if multiple exist). All other sources of Cover, including from Commander Abilities, do not prevent Overwatch Damage.

The MG must have line of sight to the hex the Infantry moved onto. Line of sight is blocked by Buildings, Destroyed Buildings, (p. 21), or Smoke. If the unit has Camouflage it must be spotted, such as by an adjacent allied unit. **Leaving the Firing Arc does not trigger Overwatch.**



In this example, the Machine Gun Team sets up, threatening to Pin the Grenadier if it stays where it is. The Grenadier moves onto a hex in the Machine Gun's Firing Arc and immediately takes 1 guaranteed Overwatch Damage.

*The Grenadier then moves out of the arc in a single move. Because it did not move **ONTO** a hex covered by the machine gun Firing Arc, it does not take a second point of Overwatch Damage.*

4.1.5 - MANEUVER - LIGHT VEHICLES

Light Vehicle (Yellow) Units



Light Vehicles spawn with a Speed Die upgrade, as indicated on their Tier Building Board. A unit's Speed Die can be used once per Round like a free CP before any other CP are spent on the unit (such as to pack up or move). For Vehicles without a tray, a white cube can be used in place of a Speed Die to track usage.

Some Light Vehicles Capture

All Tier 1 Light Vehicles can Capture, making them a great alternative for Capturing since they both have a Speed Die, and are not Pinned by Machine Guns.

Some Light Vehicles Transport

Most Tier 1 Light Vehicles can Transport, offering great mobility when combined with Infantry since each get their own 3 CP limit. Transporting only costs the Vehicle 1 CP for each hex moved. As noted previously, **Infantry can spawn in Transport Vehicles that are on a valid Spawn location (such as your team's Spawn Area).**



Some Light Vehicles have a Capture icon



Some Light Vehicles have a Transport icon

4.1.5 - MANEUVER - LIGHT VEHICLES

Speed Dice do not count towards the max spent CP for the unit or the player. In essence, Light Vehicles get a free move each Round.



In this example, the Jeep (a Light Vehicle) first moves a hex by using its Speed Die. It then moves three additional hexes by spending three CPs in one turn, for a total of four hexes. The movement could have also been divided up over several turns. The Speed Die must be used before the Vehicle uses any CP cubes.

4.1.6 - MANEUVER - HEAVY VEHICLES

Heavy Vehicle (Red) Units ♥

In the First Game Rules, Heavy Vehicles move the same as other units and ignore the straight/curved arrows above the Damage symbols (these are for Full Game Rules). Some units, particularly Heavy Vehicles, have Slow. For each Slow status a unit has, one less CP can be spent on it per round. Slow units spend a maximum of 2 CPs a round, and Double Slow units can spend only 1 CP each round.



A Few Heavy Vehicles Capture

Soviet T70s have a unique Capture ability (and the US Stuart with ECC - Light Cavalry Commander). Both can fire by default, but can spend 1 CP to toggle "no fire", gaining the ability to Capture but losing the ability to fire during the Damage Phase. They must spend 1 CP to toggle back before firing again.

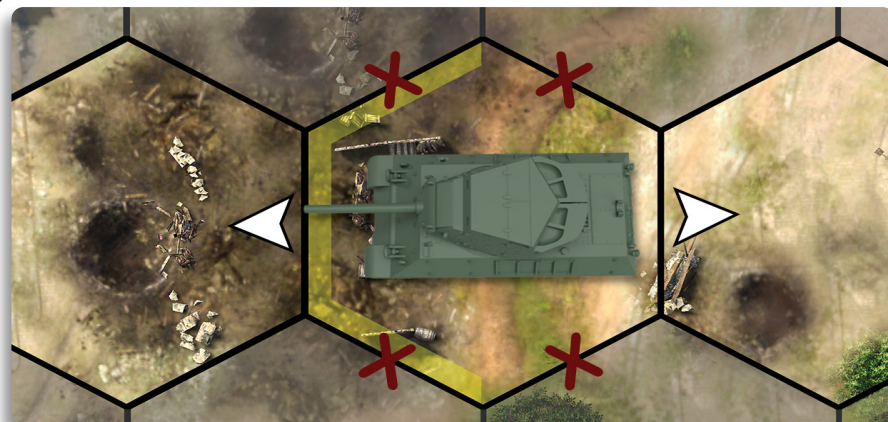


4.1.7 - MANEUVER - HEAVY VEHICLES - FULL GAME RULES

Heavy Vehicle Firing Arcs and Movement - Full Game Rules

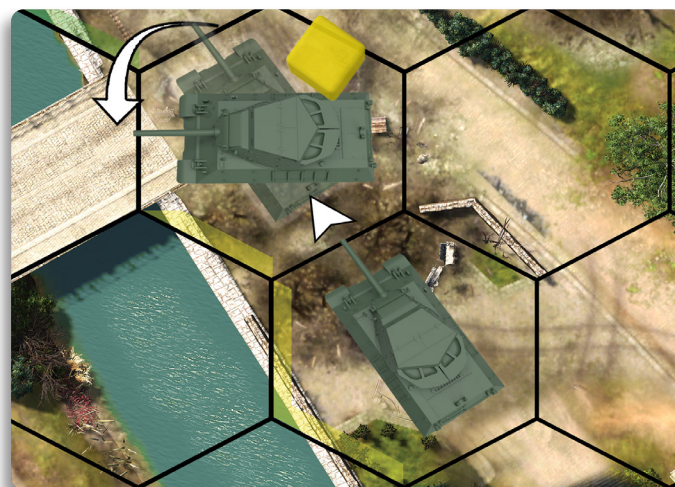
Heavy Vehicle Movement

Heavy Vehicles (e.g. tanks) move differently than Infantry or Light Vehicles. Heavy Vehicles always face a specific direction (toward a flat 'hex line'), and can only move directly forward or backward, but can rotate one 'hex-tick' either before **or** after moving.



When a Heavy Vehicle spends one CP it can do one of the following:

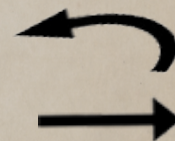
- Move forward or backward, then rotate one 'hex tick'
- Rotate one 'hex tick' then move forward or backward
- Move without rotating
- Rotate (one 'hex tick') in place without moving



In this example, the tank moves forward and then rotates one 'hex tick' to the left by spending one CP.

Turrets (360° Arcs - curved) / Turretless (straight)

All tanks assign Damage through the use of turreted (fires any direction) or fixed (only targets a forward Firing Arc) guns. Firing arcs for fixed guns are determined by the forward facing of the tank's body, and include its own hex (like Weapon Teams, p. 11).



4.2 - MANEUVER - STEP 3 RETREAT - FULL GAME RULES



A Retreat Point is either any hex in a Spawn Area, or any hex adjacent to an allied unit with the Retreat Point ability (noted by the symbol to the left), as long as it is a non-Building hex. Infantry at a Retreat Point, including in your Spawn Area, may still retreat to another Retreat Point, including another hex in your Spawn Area. Retreating units make no other moves or actions, and do not take Overwatch Damage.

Infantry squads may retreat at any time on your turn during the Maneuver Phase, regardless of CPs already spent on them. At the end of the Maneuver Phase, each team in turn order has a final choice to Retreat Infantry units. Infantry inside of Transports cannot Retreat.



To Retreat an Infantry squad, place the Retreat Status Die on its Infantry tray. Move six hexes (or as many as possible) toward a Retreat Point you choose. This does not require or cost CP. The player decides which path to take. Units may move through, but not end on, Battlefield Defenses that normally prevent their movement. Set-up Weapon Teams are packed up for free and set to 'No Fire' when Retreating.

Retreating Infantry cannot attack, Neutralize, Capture, Build, Repair, Reinforce, be Reinforced, use abilities, Spot, or spend CP. However, they still benefit from Cover.

During this Maneuver Phase Step, each round, all Retreating units may choose their Retreat Point, moving up to **six** hexes toward it until they are on a valid Retreat Point. They can change their chosen Retreat Point from round to round.

Once Retreating Infantry are on a Retreat Point, the Retreat status is **removed at the very end of the Supply Phase. If the Retreat Point was from a unit ability, and the Retreat Point unit is destroyed before the Supply Phase, the status is not removed.** The status is removed before Repairs and Reinforcements occur. As such, a Retreating unit can immediately be Reinforced if it is in the Spawn Area or adjacent to any units with Reinforce.



In this example, a set-up US Mortar Team retreats from the Sd.Kfz. 222 and moves four hexes towards its retreat point, making it into its Spawn Area. It could do this even if it had already spent its three CPs this Round. Once it arrives, the Mortar Team removes the retreat status at the last step of the Supply Phase and Reinforces one Health.

5.0 - DAMAGE PHASE - OVERVIEW

This section is an overview of the Damage Phase Steps. Follow these steps when applicable. Players may perform Steps 1 and 2 simultaneously, in sequence. If there are questions on a specific unit's target, follow turn order with the first team assigning their Damage first. The rest of section 5 covers the details regarding Assignment Damage, Damage Types, and Defense.

For teaching new players, it is recommended to fully assign Damage in turn order.

Damage Phase

1. Machine Guns Assign Damage and Pins
2. Neutralize, Assign all Damage, Collect Experience (XP)
3. Defender rolls applicable Defense Dice
4. Apply resulting Damage
5. Remove destroyed units, Collect Experience (XP) and Victory Points (VP), and resolve Assaults (Skip in First Game Rules)

5.0.1 - OVERVIEW - ASSIGNMENT - STEPS 1 TO 2

Damage Phase Step 1 - Machine Gun Pin



All set-up Machine Gun Teams select their target to attack within their range, and in the Full Game Rules their Firing Arc, that they can see. All remaining units select their target in Step 2.

Refer back to Machine Gun Pinning if needed, p. 12. A key reminder: Since all set-up Machine Guns cannot be Pinned, this step is done simultaneously by all players. One MG does not prevent another from firing and Pinning.

Damage Phase Step 2 - Neutralize Capture Points

All units on an enemy-controlled Capture Point neutralize that point, removing the enemy flag and control. This does not occur with Pinned or Retreating Infantry, or if there is an ongoing Assault on that hex.

See Supply Phase p. 23 for Capture, p. 22 for Assault (Full Game Rules)

Assign Damage and Collect Experience (XP - White Cubes)

For each unit, place dice matching its Damage adjacent to a single target within Sight and Range, even if it has multiple different Damage types.

Each player gains 1 XP, and 1 Bonus XP for every different enemy unit they assign relevant Damage to. XP is awarded per player, so if multiple players on a team assign Damage to the same target, they each get 1 Bonus XP (p. 25 for XP).

5.0.2 DAMAGE - HEAVY VEHICLES - FULL GAME RULES

Multi-Target Attacks - Heavy Vehicles Only

Heavy Vehicles with multiple Damage types are the only units that can attack separate targets during the Damage Phase. Heavy Vehicles may select one target per Damage type. For example, a Sherman can target a Vehicle with its turreted AP Damage and an Infantry unit with its turreted AI Damage.

5.0.3 - OVERVIEW - RESOLUTION - STEPS 3 TO 5

For each unit being attacked, players go through each of these steps in order until resolved for all units.

Damage Phase Step 3 - Defense Rolls.

Determine the total number of Defense Dice and roll them together.

All successful Defense rolls may reduce Damage from any source.

Note that since all Defense Dice are rolled together, triggering Cover Defense (e.g., Infantry behind sandbags) may reduce Damage from another source that did not trigger Cover.

Be mindful when targeting enemies and assigning Damage, as Defense Dice are simply totaled up and rolled.

All of these rules will be explained in the following pages along with details and exceptions; this includes Flame attacks and partial Flame attacks, which still trigger Cover but cannot be reduced by Defense Dice.

See Damage Types on p. 17 for details regarding Flame Damage.

Damage Phase Step 4 - Apply Damage

Each successful Defense rolled reduces incoming Damage by one. Subtract successful Defenses from the assigned Damage to determine losses.

Remove Infantry figures to represent losses, or track using Pip Dice of that unit type's Heart Color.

All Damage is considered simultaneous, so destroying a unit does not affect the Damage they assigned to their target.

Damage Phase Step 5 - Remove Destroyed Units

Fully destroyed units are removed from the board, and the attacking team(s) gain a Victory Point, unless a unit has the Heroic Sacrifice ability. Players whose units are destroyed gain 1 XP for each of their units that are destroyed (even if the unit has Heroic Sacrifice), gaining a white XP cube onto their player board.

Heroic Sacrifice: If a unit has the Heroic Sacrifice ability, that unit awards no Victory Points when it is destroyed.



Resolve Assaults - Full Game Rules

See Assault p. 22 for details regarding Assaults.

Assaults are resolved in Step 5. Determine if the Assaulted unit was destroyed and if the Assaulting unit survived. If both of these are true, the Assaulting unit "wins the hex." If both units survive, then the Assaulting unit must immediately perform a Retreat.

5.1 - DAMAGE ASSIGNMENT - SIGHT AND RANGE

Sight Range

All units have a default sight range of two hexes. Each of these symbols increases a unit's sight range by 1 hex. A unit must be able to see a target to attack it, or it must use a spotter. Sight range and firing range are different stats. This means some units can see farther than they can shoot, and some can shoot farther than they can see; the latter requires a spotter (see *Spotting below*).



Attack Range

All units have their range marked under the range section of the Building Board or Commander Card. Each range icon represents 1 range, so 2 icons means the unit has 2 range. A greyed out range symbol means the unit cannot fire at that range. Some units have an upgrade with this range symbol, such as the Wehrmacht Sturmpanzer, granting the unit +1 range. Some units have an upgrade for an additional +1 sight and +1 range, identified by this symbol.

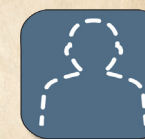


Spotting

Any allied unit automatically spots for all other allied units; thus, any enemy unit visible to an allied unit is "visible" to all allied units. This is important for units with a range longer than their sight such as Anti-Tank Guns, Tank Destroyers, and indirect weapons like mortars. This is also important for spotting Camouflaged units (see below). Regardless of whether a unit has a spotter, it cannot fire through Buildings or Destroyed Buildings unless its Damage is indirect (see p.18).

Camouflage (Camo)

Units such as the Soviet sniper have the Camouflage ability. To spot a Camouflage unit, the opposing team must either have an adjacent unit, a unit with the "+2 Sight - Spots Camo" ability (represented by this icon) within sight range, or use a Recon Plane Commander ability. While spotted, Camouflaged units can be targeted as normal.



Spots Camo

For example, a mortar four hexes away can target a camouflaged sniper if an ally is adjacent to the enemy sniper; otherwise, it cannot.
Note: "+2 Sight - Spots Camo" units can spot Camo units up to 4 hexes away.

Smoke (Commander abilities) - Full Game Rules

For one Round, Smoke obscures hexes, blocking line of sight and disrupting Pins. If a unit is in a smoked hex, that unit cannot spot, can only attack adjacent units (including its own hex for Assaults), and can only be attacked by adjacent units.

Units cannot see or attack past a smoked hex if their sight line intersects a line of the smoked hex. Unlike Camouflage, having a unit adjacent to smoke does not spot the hex for other allies.



5.2 - DAMAGE - DAMAGE TYPES

Damage Types

There are four different Damage types. They are used to determine whether the target gets Resistance Defense Dice or not (see Defense Matrix - p. 19).



Each Damage type does one point of Damage. The primary difference between Damage types is whether a defender is resistant or immune to it.



Close Range Firepower (found on units like OKW Sturmpanzeers) is Anti-Infantry Damage with a range of one. Since it has a range of one, it can be used during Assaults.

Flame is used for special Damage that deals guaranteed Damage, ignoring all Defense rolls. However, Heavy Vehicles are immune to Flame Damage. **Attacks that include or are entirely Flame Damage still trigger Defense rolls, which can block other non-Flame Damage assigned to the unit.**



Assigning Damage - Damage Phase - Step 2

In Damage Phase Step 2, players assign Damage matching what is shown on their Tier Building Board, Commander, or Lost Brigade card, choosing by default one target within sight and range to assign all Damage.



Multiple attackers can target the same unit. This can overwhelm a target's defenses to destroy it. Attackers place dice showing their Damage; both Infantry do Anti-Infantry (AI) Damage, so they place dice showing the AI icon.

Unit Damage and Range

Use your Tier Building Board to determine a unit's range and Damage. Default Damage is under the attack column. Many units in the game have a range of two, like the Grenadiers in this example.



Upgrades

Upgrades can be purchased during the Supply Phase (p. 24). Every faction's core units have both an XP and Munitions upgrade.



Once you construct the Tier 2 Building Board, you will have access to more units and unit types.

Multiple Damage Types

Units place all of the Damage they have access to when attacking. For example, an Sd.Kfz. 222 Armored Car deals one Armor Piercing and one Anti-Infantry Damage. All Damage must be applied to a single target.

5.3 - DAMAGE - VARIABLE HE DAMAGE

Rolling for High Explosive Damage (HE)



High Explosive Damage is variable and can miss, hit, or crit. Each HE Die assigned to a target is rolled by the attacker (before Defense Dice are rolled) to identify how much Damage it causes: a red “miss” deals zero Damage, a black “hit” deals one Damage, and a green HE “crit” deals two Damage.

All HE Damage in the game is rolled, this includes all HE Damage from Commander abilities.

MISS	HIT	CRIT
0 Damage	1 Damage	2 Damage

Indirect - High Explosive (HE)



Any HE Damage with this symbol over it is considered indirect. Indirect allows HE to fire over Buildings, Destroyed Buildings, and Smoke. Indirect HE, just like regular HE, still triggers Cover unless it is HE Splash, which does not trigger non-Building Cover. It still requires Spotting.

5.3.1 - DAMAGE - HE SPLASH DAMAGE- FULL GAME RULES



HE Splash Damage Status Effect

HE Splash modifies all HE Damage of a unit into HE Splash Damage. HE Splash makes HE Damage affect not only the target hex, but also all hexes adjacent to it. As long as they are visible, **all** units, Battlefield Defenses, and Buildings on those hexes are assigned Damage. This includes friendly units, and all units involved in an Assault (see Assault p. 22). As usual, unspotted units (including Camouflaged units) are not assigned Damage.

All HE Splash Damage is rolled together as a single roll (from any number of sources) before all other Damage, and is applied to all hexes.

HE Splash Damage does not trigger non-Building Cover, and HE Splash resulting in friendly fire does not trigger Building Cover defenses for allied units (See Cover, p. 21). If Cover is triggered by another unit, HE Splash Damage can still be defended against, as only Flame Damage ignores Defense rolls. Vehicles still receive their Matrix Defense Resistances as normal.

HE Splash attacks can target any 1 valid hex in sight and range. All **visible** enemy units on both the target and its surrounding hexes award Damage assignment XP, as the HE Damage is assigned to each of them.



HE Splash Example: In this example, the US Mortar with an HE Splash upgrade assigns 1 HE Splash Damage during Damage Phase Step 2. It targets a hex 5 hexes away, affecting the hexes highlighted in red. Since the US player has Riflemen spotting all of the enemy units, this HE Splash Damage is assigned to all units in the highlighted area, including the friendly US Riflemen.

Note: this CAN Damage units outside of a unit's normal range and Firing Arc, such as the two enemy Grenadiers 6 hexes away in this example. An adjacent enemy could also be affected by targeting an adjacent hex.

Since HE Splash ignores non-Building Cover, it will not trigger the top left Grenadier's Heavy Cover (Green). That Cover will only be triggered if another unit (such as the US Rifleman) attacks it.

Ultimately, this attack will award the US player with 3 XP, and could potentially deal 8 HE Damage (2 being to the US Rifleman) if the HE Die rolls a “crit.”

5.4 - DEFENSES - DEFENSE ROLLS

Once all Damage is assigned, Damage is applied to each defending unit. In some cases, the defender will get to make Defense rolls to reduce Damage.

There are two types of defenses: Resistance and Static Defense.

- **Resistance** is rolled, one die for each qualifying assigned Damage.
- **Static Defense**, once triggered, rolls a set amount of dice regardless of the total amount of attackers and assigned Damage.

Both are rolled together and reduce all assigned Damage that is not Flame.

Defense Rolls

When a unit receives a 'Defense Die,' it rolls a white Damage Die to see if it blocks one point of Damage. Green and black symbols are a success, reducing incoming Damage by one. A red symbol is a fail, and Damage is received as normal.



FAIL

SUCCESS

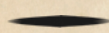
5.5 - RESISTANCE DEFENSE MATRIX

Resistance is determined by the amount and the type of successful Damage assigned to a unit. The Resistance Defense Matrix, found here and on the back of the Tier 3 Building Board, determines if Damage is applicable, and if the unit gains a Defense Die from Resistance.

The chart in the next column depicts unit types by their health symbols. Each row depicts a unit's Resistance to the Damage types depicted at the top.



The 'No Fire' symbol means that unit type is invulnerable to that Damage type. For example, Heavy Vehicles are immune to Anti-Infantry and Flame Damage.



The dash means that the unit has no inherent defenses against that Damage type. Damage automatically hits if there are no special Defenses, e.g. Cover or upgrades.



* The greyed out shield with the asterisk* in the red Heavy Vehicle row is a reminder of Frontal Armor Defense for Heavy Vehicles (ignored unless playing Full Game Rules). Treat this like a dash in First Game Rules.



The shield icon means the defending unit gets to roll a Defense Die for each successful Damage Die of that type assigned to it.

Both Light and Heavy Vehicles roll one Defense Die for each HE 'hit' or 'crit' result that the attacker rolled against it.

Example: if three Armor Piercing (AP) Damage were assigned to an Infantry squad, it would gain three Defense Dice.

G	—	—	—	—
Y	—	—	—	—
R	—	—	—	—
P	—	—	—	—
	—	—	—	—

Resolving Damage Example

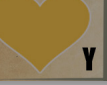


In this example, the German Grenadier Squad (4 Green health) is being attacked by three US Rifleman Squads, one with a Munitons AP Upgrade (the one on the right, noted by the AP Damage Die).



We see from the attacker's Tier Building Boards that the three Rifleman squads each deal one AI Damage. The Rifleman on the right also deal one AP Damage. Only the Rifleman on the right have purchased an upgrade, so their combined total of four Damage Dice are placed on the target, 3 AI and one AP.

5.5 - RESISTANCE DEFENSE MATRIX

				
 G	—		—	—
 Y		—		—

Because the Grenadier Squad is a green unit, the Resistance Defense Matrix indicates that the unit gets to roll a Defense Die for each point of AP Damage assigned to it.

With three AP Damage targeting this unit, three Infantry models are immediately destroyed. The Grenadier Squad then rolls a Defense Die for the AP Damage. If it succeeds, the squad will have one health left; if it fails, the unit will be destroyed, granting 1 XP to its controller, and granting the team that destroyed it 1 VP.

High Explosive (HE) Damage Example

HE Example: If a unit is resistant to HE Damage, that unit rolls 1 Defense Die for each HE 'hit' or 'crit' result. Thus, if the attacker rolls a crit, the unit still only rolls 1 Defense Die. Defense rolls are never made for 'miss' results for HE attacks. If a Heavy Vehicle takes 3 HE Damage from 1 Hit and 1 Crit, it rolls 2 Defense Dice (one for each successful HE Die rolled; see the Defense Matrix, p. 19).

5.6 - STATIC DEFENSES

Static Defenses are different than the Resistance Defense Matrix. While Resistances vary, Static Defenses provide a set amount of Defense Dice. They stack with Defense Dice from the Resistance Defense Matrix and also **do not reduce Flame Damage**.

Unit Defense Upgrades

Some units have a unit Defense upgrade, noted by the shield icon. This grants one additional Defense Die each Damage Phase; this is in addition to, and stacks with, any Infantry Cover or Static Frontal Armor Defense for Heavy Vehicles (Using Full Game Rules, p. 21).



Cover

Infantry can only benefit from one source of Cover, out of the following:

- ① Building and Destroyed Building Cover.
- ② Heavy and Light Cover, including sandbag Heavy Cover.
- ③ Commander abilities which state their Cover, usually Heavy.

5.6.1 - STATIC DEFENSES - BUILDING RULES

Building and Destroyed Building Cover

Buildings provide Cover and are shown by a hex surrounded in dark grey (1E - green) lines. Infantry in Buildings cannot be Pinned. All infantry in Buildings roll 3 Static Defense Dice when attacked. Destroyed Buildings have purple lines, and Infantry inside roll 1 Static Defense Die instead.



Example: an Infantry unit in a Building is Assigned 2 AP Damage. It rolls 2 Defense for Resistance, and 3 Defense for being inside a Building. Rolling all 5 dice together, it needs only 2 or more successes to take no Damage.

Building Health

In the First Game Rules, all Buildings are indestructible.

Detailed Defense Example

After all Defense Dice are rolled, return all failed Defense Dice to the supply. Note: More Defense Dice than incoming assigned Damage Dice may be rolled due to Static Defense Dice.

Match each successful Defense Die against an assigned Damage Die, returning both to the supply. HE crits count as 2 Damage, but each Defense Die matched against it reduces its Damage by 1 (2 are needed to return an HE crit to the supply).

Apply any remaining Damage Dice to the unit by removing Infantry figures (or adjusting the Pip Die on Vehicles / Emplacements). Any unit reduced to 0 health is removed during the final step of the Damage Phase, but still assigns its Damage.

Standard Building Damage - Full Game Rules

Buildings have **two** health, tracked using Pip Dice after taking Damage. Buildings only take Damage from HE or Flame Damage. When a unit inside a Building is attacked, any HE and Flame Damage is also applied to the Building's health, regardless of the unit's Defense rolls. Destroyed Buildings are indestructible, and considered "Standard Buildings" for all rule purposes.

Units can also choose to target visible Buildings directly without enemies inside (or only with Camouflaged enemies - no Damage done to units). Buildings themselves do not get Defense rolls. When a building has taken its maximum Damage, it is removed and all units inside perform a Retreat to the nearest empty hex towards any chosen allied Retreat Point at the end of the Damage Phase.

The Retreat ends at the end of this Round. Retreating units cannot Capture. The Retreating unit participates in combat from that Building hex, as Damage is simultaneous. That hex becomes a Destroyed Building (mark with a white cube or Destroyed Building found in Terrain Pack 2), and can be entered in future Rounds. See p 27-28 for Bunker and Multi-hex Special Buildings.

5.6.1 - STATIC DEFENSES - BUILDING RULES

Building (Including Blocking Attacks and Sight)

Building hexes are marked with dark grey (1E - green) lines (purple for Destroyed Buildings), and an image of a Building. Infantry can Reinforce or be Reinforced, Repair, and construct Emplacements from inside Buildings. Buildings and Destroyed Buildings block sight and attacks. Units can see and attack into buildings, but not past them.

To check whether sight/attacks are blocked, measure in a line from the center of the unit's hex to the center of the target's hex. If the line fully crosses two Building Cover lines, the attack is blocked. However, when attacking out of a Building, the first Building Cover line of the Infantry's Building is ignored. Note: line of sight and attacks are not blocked if the line runs along the hex's edge.



In this 1E example (green cover lines for Buildings, dark grey in 2E), this Rifleman Squad cannot see through the Building to the hex on the other side. All other hexes are visible to the squad since their line of sight does not fully intersect the Building.

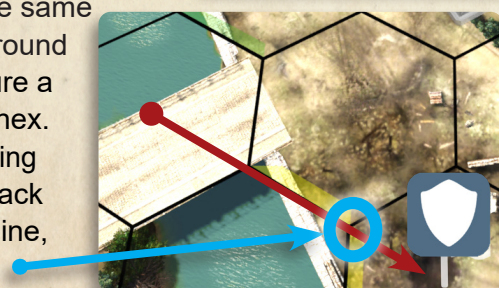
5.6.2 - STATIC DEFENSES - COVER LINES

Light & Heavy Cover

Yellow lines represent Light Cover on the map, and green lines represent Heavy Cover. Only Infantry benefit from Cover. Yellow Light Cover uses the color blind "dot" symbol on the 2E maps, and Green Heavy Cover uses 2 dots.

Infantry in hexes with Light Cover get +1 bonus Defense Die, or +2 in Heavy Cover. At least one attack must intersect the Cover line to trigger this bonus Defense roll.

Determine the line of attack the same way as determining visibility around Buildings (5.61 above): measure a line from center hex to center hex. Cover lines are crossed (triggering Cover defenses) **even** if the attack line barely touches the Cover line, including for sandbags.



5.7 - HEAVY VEHICLE STATIC FRONTAL ARMOR DEFENSE - FULL GAME RULES



Similar to Heavy Cover for Infantry, Heavy Vehicles receive 2 total Defense Dice when hit by any Armor Piercing Damage in its Frontal Arc. This is a Static Defense, not a Resistance.

Both Firing Arcs and Frontal Armor use similar arcs. The difference is that Frontal Armor Defense is not triggered by a unit attacking it from the same hex during an Assault.



Static Defense limits the amount of Frontal Armor Defense to 2. This increases the value and tactical importance of units that deal AP Damage. For example, with Static Frontal Armor, if 4 points of AP Damage were assigned to a Heavy Vehicle's Frontal Arc, that unit would only roll the 2 Static Defense Dice (instead of 4 if it was a Resistance).



In this example, the US AT Gun is in the Tiger Tank's Frontal Armor arc, so if it attacks it, the Tiger tank will roll 2 bonus Defense Dice. The Wolverine is not in the Tiger's Frontal Arc, so if the Wolverine attacks the Tiger but the AT gun does not, then the Tiger will not roll the 2 bonus Defense Dice.

6.0 - ASSAULT - FULL GAME RULES

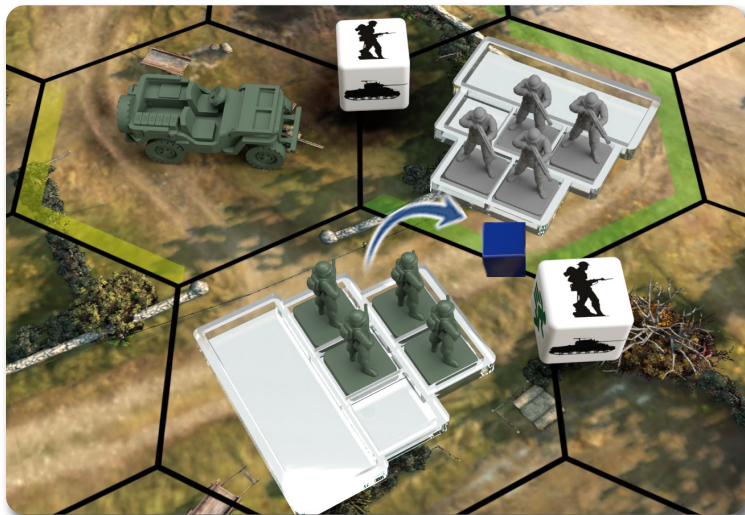
Assaulting an adjacent hex

All units can now declare an Assault by moving into an adjacent hex occupied by any enemy unit (using normal movement), or a Battlefield Defense that restricts their unit type's movement. Multiple units cannot Assault the same hex at the same time. Only ending movement (not moving through) on an enemy unit's hex is considered an Assault.

The CP or Speed Die used for the move is kept there as a reminder, and the unit is placed as close as physically possible between the two hexes. The Assaulting unit cannot spend anymore CP during the Assault. The Assault lasts until the first of the following occurs:

- ① **The Assaulted unit moves off of the hex normally, by an Infantry Retreat, or the Assaulted unit / Battlefield Defense is destroyed during the Damage Phase.** The Assaulting unit remains on the hex.
- ② **The Assaulted unit / Battlefield Defense does not move and is not destroyed this Round.** The Assaulting unit Retreats to the nearest empty hex toward a Retreat Point, as long as the movement is valid. This Retreat occurs even for units that do not normally Retreat, such as Vehicles.
- ③ **The Assaulting unit is destroyed this round.**

During the Damage Phase the Assaulting unit is targetable and attacks from the Assaulted hex, but is not forced to attack the Assaulted hex.

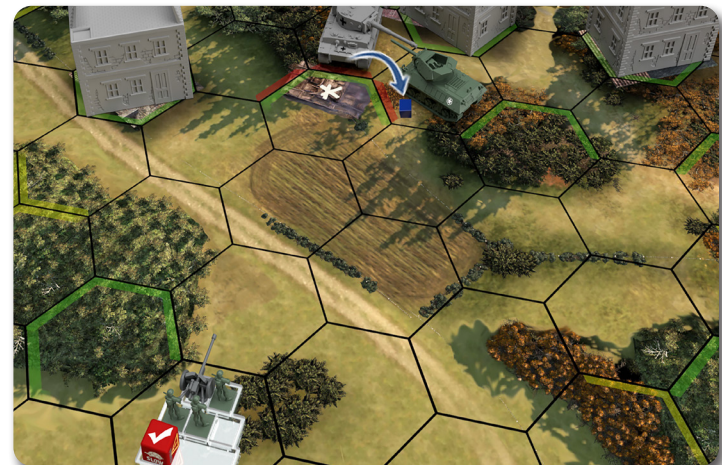


In this example, the Riflemen spend one CP to move onto the Grenadier's hex, Assaulting it. In the Damage Phase, the Riflemen's one AI Damage will not trigger the Heavy Cover, as both units are on the same hex. As such, both the Riflemen and Jeeps' 2 total AI Damage will go through undefended if the Grenadier remains on the hex, electing not to move away or Retreat. If another Unit attacks the Grenadier across the Heavy Cover line, it would still receive the Heavy Cover Defense Dice as normal.

Assault Clarifications

Capturing or preventing a neutralization is the most common reason to Assault, as an active Assault prevents neutralization.

- 1. Battlefield Defenses:** Barbed wire / tank traps prevent Infantry / Vehicles from moving in as normal IF they are not destroyed during the Damage Phase. Barbed wire and tank traps can be Assaulted as long as they are not on a Control Point that you already control or have a unit on. Heavy Vehicles do not destroy any Battlefield Defenses until the Assault is resolved.
- 2. Any unit already being Assaulted cannot build any Battlefield Defenses.**
- 3. Assaulting Infantry do not benefit from the hex's Cover,** and cannot Retreat.
- 4. Other attacks against Assaulted Infantry still trigger Cover.** Heavy Vehicle Frontal Armor Defense can still trigger for the Assaulting / Assaulted Vehicle.
- 5.** Units in an Assault unable to attack at Range 1 (Such as Mortar Teams and Snipers) cannot attack the enemy unit involved in that Assault.
- 6. Infantry Assaulting a set-up Machine Gun, even in a Building, trigger Overwatch. The MG may target the Assaulting Infantry in the Damage Phase to Pin it,** preventing the Assaulting Infantry from attacking (the Assault still occurs). If an MG sets up after Assaulted, it can pin the Assaulting unit during Step 1 of the Damage Phase, but no Overwatch Damage is assigned.
- 7. Heavy Vehicle Frontal Armor and Cover** do not trigger from units attacking each other on the same hex. **Heavy Vehicles may still rotate their facing as part of the movement used to Assault.**
- 8. Infantry inside of an Assaulting Transport Vehicle are not part of the Assault,** and may only spend CP to leave the Vehicle onto an adjacent hex.



In this Frontal Armor Defense example from earlier, the Tiger Tank can rotate a tick and move onto the US Wolverine with one CP, Assaulting it. Since both tanks are on the same hex, in the Damage Phase its three-AP attack will bypass the Wolverine's Frontal Armor Defense. With Wolverines only having 3 maximum Health, it is as good as destroyed. Since the Tiger will not be facing the US AT gun anymore, the Tiger is giving up its Frontal Armor to do it.

7.0 - SUPPLY PHASE - OVERVIEW

Supply Phase

1. Neutralize, Capture flags and adjust incomes
2. Collect resources according to income levels
3. Check for Victory Point End Game Trigger
4. Spend resources, Spawn units, Purchase upgrades, Unlock Tier Buildings
5. Remove Retreat and Pin Dice, perform Repairs and Reinforcements

Supply Phase Overview

During the Supply Phase each team performs the steps above in order.

There are four resource types: Manpower, Fuel, Munitions, and Victory Points (VPs). Manpower and Fuel are for purchasing units, Munitions are for upgrades and abilities, and VPs are the win condition.



Manpower

Fuel

Munitions

Victory

The four resources are represented on the HQ board as incomes and stockpiles. Incomes determine how fast your stockpiles grow. Stockpiles are resources gathered that you are able to spend.

Stockpile Caps. Resources do not have a stockpile cap. Place an additional cube on 10+ to represent 10. You may stack a second on top to show 20+ (usually only for Victory Points). This also applies to incomes; place an additional cube on 5+ to represent every 5 income.

Dual Resource Hex

Most maps feature dual resource hexes. Both resources are Captured at the same time, so only one flag is placed to represent control.

Adjusting Incomes and Stockpiles Example

In this example, a team Captures a Manpower Control Point. In the Adjust Incomes step, each team member increases their Manpower income from one to two.

During the Collect Resources step, each team member's stockpiles go up by the amount of each income level.

Carefully adjust the stockpiles, not the incomes, during Step 2 Collect Resources.

Teammates spend their stockpiles separately during Step 4 - Spend Resources.

Remember to not "spend" your income levels. The income track is just a record of how many resources you will collect each Round.

7.1 - SUPPLY - STEP 1 NEUTRALIZE, CAPTURE, ADJUST INCOMES

Neutralize Objectives - Step 1

All units except Pinned or Retreating Infantry, even those that cannot Capture, neutralize Objectives. Neutralizing normally occurs during Step 2 of the Damage Phase. However, it occurs now instead if there was an active Assault or a Pin that was removed. For each of your team's units on a Control Point, remove the other team's flag, neutralizing the point.



Capture Objectives and Adjust Incomes - Step 1

As noted during the Maneuver Phase, all Infantry (unless Pinned, Retreating, or inside a Transport), Emplacements, and Vehicles with the Capture ability (even if transporting Infantry) can Capture Control Points.

Reminder: Emplacements built last round on control points Capture them.

Mark Captured Control Points with the Core Set flag tokens, or Terrain Pack 1 flag pole miniatures with your team's flag.

For each Control Point that your team Captures, the corresponding income on each team member's HQ board increases by one. For each Control Point that your team loses, each team member's income decreases by one. All Control Point changes affect the entire team.

Units on a Capture Point do not need to stay on it to "maintain control."

7.2 - SUPPLY - STEP 2 COLLECT RESOURCES

Collect Resources - Step 2

After Control Points and incomes have been adjusted, each player increases their stockpiles equal to their corresponding income.

Resource Hexes in Buildings

By default, Buildings with resources inside of them can be destroyed unless otherwise specified. In this case, if the Building is destroyed the Control Point still exists but is not capturable in the round it is destroyed. If controlled, it is also **neutralized** that round, but available for Capture in the Destroyed Building's hex in future rounds.

1

2



7.3 - SUPPLY - STEP 3 CHECK END GAME TRIGGER

Game End and Final Scoring - Step 3 ★

As noted in Objective and Game Setup (p. 6), check each team's Victory Point stockpile. If any team has reached or exceeded the chosen Victory Point End Game Trigger, proceed to final scoring, skipping further steps in the round (since the game has ended). 3 Bonus VPs are awarded to team who controls the most Victory Capture Points (none for ties). The team with the most VPs wins; if the score is tied, the team/player that started the game first in turn order wins.

7.4 - SUPPLY - STEP 4 PURCHASING

Purchasing - Step 4

After players Capture, adjust incomes, and collect resources, players spend their resources. Keeping with the round's turn order, the teams take turns selecting **any of the following purchase options, in any order**. Teams alternate turns between each individual purchase or upgrade. Once a player or team passes on purchasing, they can no longer make purchases this round.

In team games, teammates make their purchases simultaneously. For less competitive players, all players may purchase simultaneously.

Some unit limits are noted; otherwise, units are limited by components. Vehicles include 3 of each Tier 1, Tier 2, and unlisted Tier Vehicle; and 2 of each Tier 3 Vehicle. Vehicles with the same chassis count towards the same limit. For Lost Brigades, refer to the Faction Guide.

No other component limits exist. For units such as for Infantry and Emplacements, substitute as needed.

Game Tip: Players may wish to keep some purchases secret or choose based off of enemy purchases. Try to make key purchases later in the Supply Phase's turn order, as each is revealed and Spawned when it is purchased.

1 Purchase Upgrades: Most units have two or more upgrade options located in the lower section of the unit tile on their Building Board. Each unit can purchase each of their upgrades once. If the cost is shown twice, it can be purchased twice.

Track purchased upgrades by placing the corresponding die in the unit's tray. For units with the same upgrades, put the XP upgrade on the left (Infantry Tray) / front (Vehicle Tray) and the Munitions upgrade on right/back.

2 Purchase New Units to Spawn: Subtract the unit's cost shown on your Building Board or Commander from your stockpiles and place it in your team's Spawn Area. Units cannot be purchased if there is not an empty hex to Spawn on.

Upgrades only affect a single unit per upgrade, not all units of that type. Units anywhere on the map can purchase upgrades. They can also Spawn and immediately be upgraded in the same purchase step.



Unlock Commander Tier / Use Commander ability (p. 26 - 27): Players can spend XP to unlock a Commander Tier, or use a Commander Supply Phase ability, paying any cost shown.

The diagram shows a unit tile for 'RIFLEMEN'. The top section, labeled 'Base Stats', includes 'Range' (4), 'Health' (4), 'Attack' (2), and 'Cost' (4). The bottom section, labeled 'Veteran Upgrades', shows two upgrade options: 'Experience Upgrade' (2) and 'Munitions Upgrade' (3). A bracket on the right indicates that the 'Base Stats' and 'Veteran Upgrades' are the 'Base Stats' of the unit. A text box at the bottom states: 'A US Rifleman Squad is a versatile unit; they can choose either extra AP or AI Damage for both their XP and Munitions Upgrades.'



Construct New Tier Buildings: By paying the amount shown on the back of the Tier Building Boards, players can flip them over and begin purchasing units of the new Tier this round.

All factions must unlock their Tier Buildings in order, Tier 2 before Tier 3.

OKW Special Rules:

OKW Buildings require first constructing a SWS supply truck, then converting it into an Emplacement somewhere on the map. They are the only faction to have their Building Boards each represented as a unit on the map.

OKW's Tier 2 and 3 units may Spawn adjacent to their Tier's Emplacement with Slow the first round, or normally at their team's Spawn Area. If the Emplacement is destroyed, they may build another or Spawn future units of that Tier in their Spawn Area (the Tier is not "lost.") If destroyed, another Tier 2 Emplacement is NOT required in order to convert a SWS supply truck into Tier 3.

Only 1 of each tier may be built at a time. Tier 1 units Spawn normally.

Veterancy: If a unit has a rare upgrade ability without its own dice icon, such as Reinforce, this die icon is used instead. This icon is also used for unique Infantry (such as those unlocked by Commanders) for visual distinction.



All core units can be identified through key dice on the Infantry tray. Using OKW as an example, Sturms have Close Range Firepower, Volksgrenadiers have Defense, and Obersoldaten have a Camouflage die.

7.5 SUPPLY - EXPERIENCE AND DESTROYED UNIT VP

Experience is a resource earned from combat, stored in the experience section of your HQ Board. It is spent like other resources during the Supply Phase to upgrade units and unlock Commander Tiers. Each unit can purchase its XP Upgrade once, just like a Munitions Upgrade.

Gaining Experience

Experience is gained from assigning Damage to enemy units.

During step 2 of the Damage Phase, Assign Damage and Collect XP, each player automatically gains 1 XP. In addition, every enemy unit players assign relevant Damage to (except via Commander abilities) awards 1 Bonus XP (*See examples of relevant Damage below*). Since it does not matter if this Damage is reduced by Defense Dice, the XP is awarded before any HE Damage Dice and Defense Dice are rolled. Players track XP by placing white cubes in their experience tray on their HQ board.

Destroying enemy units does not award additional XP. However, the owner of each destroyed unit receives 1 XP.

1 Victory Point is gained from each enemy unit destroyed, unless it has Heroic Sacrifice. For each of your units destroyed, even with Heroic Sacrifice, you gain an additional 1 XP. Note that teams share VP, but XP is awarded individually, not shared.



Relevant Damage means assigning Damage that has the potential to Damage the target. *Thus, assigning only AI or Flame Damage to a Heavy Vehicle would not give a player experience. An exception to this is Flame Damage assigned to a Heavy Vehicle on an Ice Tile when playing on snow maps with the Full Game Rules (p. 29).*

As an example, if in one round you assigned Damage to three enemies and destroyed two of them, this would provide four experience total: one for the free XP gained each round, and three bonus XP for each target Damage was assigned to. No experience points are awarded to you for the two destroyed enemies, but you would receive two VPs, one for each destroyed unit. Your opponent would also earn three XP during that round: one free XP, and two additional XP (one for each destroyed unit).

7.6 - SUPPLY - STEP 5 FINISH RETREATS, REMOVE PINS, REINFORCE, REPAIR

Begin this step by removing Retreat Status Dice from any units that have finished their Retreats, including from failed Assaults. Then, remove all Pin Status Dice. Then, the following abilities are resolved if applicable:

Reinforce - Damaged Infantry recover one health if adjacent to an allied unit with this ability, or if transported by a Vehicle with this ability. Units can Reinforce allies inside of a Building or transport Vehicle. All sources of this ability stack, allowing a unit to be healed multiple times in a round. In team games, all sources of this ability may also benefit your teammates. Infantry with Reinforce do not heal themselves, and units cannot exceed their maximum health.



For example, if a wounded Infantry squad was adjacent to two US Jeeps (which have the Reinforce ability) it could restore up to two health during the Supply Phase. The Infantry squad cannot exceed its maximum health.

Repair - For each Wrench icon they have, units can repair one adjacent and allied Emplacement or Vehicle by one health (even if they have built one or more Emplacements this round). They can repair other units from inside a Building or Vehicle. **However, they cannot repair a transport Vehicle they are inside of.**



Reinforcement Points - Each team's entire Spawn Areas count as Reinforcement Points. Each of these hexes will Reinforce any friendly Infantry squad **on, but not adjacent to**, them during the Supply Phase. Spawn Areas therefore heal Infantry a maximum of one, but this can stack with units that Reinforce for additional healing.

1st Edition Map Panel Note: Printed Reinforcement Points on maps are no longer used.



8.0 - COMMANDER CARDS

Commanders grant abilities, units, and upgrades to a faction's army. Commanders are not recommended for First Game Rules, as they may require some Full Game Rules to use. However, if you wish to play with them, simply review and add relevant rules when necessary. These Commanders are recommended for First Game Rules, if you wish to include them:

Wehrmacht - Mechanized Doctrine, **British - Lend Lease Assault**, **OKW - Firestorm Doctrine**, **Soviet - Soviet Ranged Tactics**, **US - Ranger Company**.

Commander Tiers are unlocked from left to right by spending the XP value in the top-left corner of each tier. Unlocked tiers are marked by placing a cube in the track below the HQ Board. Some tiers require a Tier Building before XP can be spent.

Spend XP to unlock Commander Tiers from left to right.

Place 1 of the spent XP on the track.

Some tiers require that a Tier Building is built first.

After Tier 4 is unlocked, 2 XP can be traded any number of times for 1 Manpower, Munitions, or Fuel.

After completing the fourth Commander Tier, 2 XP can be traded for 1 Manpower, Munitions, or Fuel any number of times, at any time. This is not a separate Supply Phase Purchase action. Thus, XP can be traded for resources as part of any purchase.

8.1 - COMMANDER DETAILS

Commander Ability Timing and Terms

Commander Ability Timing. Commander abilities occur during the Supply Phase unless otherwise specified. Abilities will state “Maneuver Phase” for Maneuver Phase abilities, and “Damage Phase” for Damage Phase abilities. All unit upgrades and Spawns occur during the Supply Phase. Commander abilities only affect a player's own units (not their team's), except Repair, Reinforce, Retreat, or abilities that provide sight; these abilities can always benefit teammates.

Passive Abilities are always active or trigger on a specified condition.

Unit Spawns and Upgrades often provide free units, access to units that can be purchased, or free upgrades when a unit type is Spawned. A price shows the cost to Spawn the unit. *No limits unless specified.*

Commander Ability Usage and Key Features

1. Infantry and Vehicle Call-Ins from Commander Tiers can be purchased multiple times in a round unless a limit is stated.
2. Alternative Unit Upgrades from Commander Tiers are in addition to the unit's normal upgrade options found on their Tier Building Board. After paying the shown cost, a single unit receives the upgrade. Commander upgrades may only affect a unit once.
3. Alternate Unit versions found on some Commander Cards specify that a unit “may spawn as ‘X’.” If this ability is used, it replaces the original unit when Spawning. Alternate Units still have access to the original unit's XP and Munitions Upgrades, unless the Alternate Unit Spawns with those upgrades already purchased.
4. Commander abilities never affect allies unless otherwise stated. However, Repair (from Wrenches), Reinforce, Retreat, and Sight/Spotting upgrades (including from Recon Plane abilities) always benefit teammates.
5. If an ability specifies a “Standard” Building, this includes any Building (including multi-hex Buildings) except for Bunkers and the Cathedral, which are “Special” Buildings (p. 27-28).
6. Any Damage ability that assigns Damage to a hex is dealt during the Damage phase, and damages all units (including allies) on that hex. Commander abilities do not give XP for assigning Damage, **do not require vision of the hex**, and do not trigger non-Building Cover or Heavy Vehicle Frontal Armor Defense. If an ability affects consecutive hexes (such as “3 Consecutive hexes...”), it affects the specified number of hexes in a straight line.

Commander Ability Usage Limits

Call-ins and Alternative Units are the most common ability types. Aside from these, other Commander abilities are either **Once Per Round**, or **Once Per Round per Unit or Purchase**. Examples of these abilities include:

Once Per Round

Tactics that state: “At the start of your Maneuver Phase spend your very first ‘X’ CP and/or ‘Y’ Munitions to...”

“Pay 1 Manpower for Vehicles to cost 1 less Fuel this Supply Phase.”

If an ability applies to multiple units, such as “for [all] Vehicles to cost 1 less fuel...” it is a Once Per Round ability. Otherwise, it is on an individual, per-unit basis.

Once Per Round Per Unit

Specific Maneuver Phase abilities such as: “When spending your first CP cube on ‘X’ unit type...”

Specific Damage Phase abilities such as: “‘X’ units can spend ‘Y’ Munitions at the start of the Damage phase to...”

Once Per Round Per Purchase

“You may spend 2 Manpower in place of 1 Fuel or 2 Munitions during the Purchase Phase.”

8.1 - COMMANDER DETAILS

Commander Card Examples



The first and third tiers of 'Armor Company' for the US are passive abilities that apply for all rounds after they are purchased.

'Defensive Smoke' is a Once Per Round Per Unit ability that can be paid for and resolved at the beginning of the Damage Phase, before Damage is Assigned.

Tier 4 Sherman Easy Eight spawns its free unit during the Supply Phase. Easy Eights are standalone units and do not have access to any Sherman upgrades.



The second tier of the Spearhead Doctrine Commander specifies that Mortar Teams' XP Flame upgrade now only costs 1 XP, meaning it only applies to future upgrades.

The third tier is a "Tactic" ability activated during the Maneuver Phase. This Damage is applied simultaneously with other Damage during the Damage Phase. Damage Assigned from Commander Tactics damages all units (including allies) on those hexes, and does not award XP. This Commander ability does not trigger non-Building Cover or Heavy Vehicle Frontal Armor Defense.

Finally, Tier 4 provides access to Tiger Tanks, with the first Spawning for free when Commander Tier 4 is unlocked.

If a card's rules conflicts with other rules, the card takes precedence. See the Commander FAQ in the Faction Overview Booklet for specific questions.

8.2 - COMMANDER - FULL GAME RULES

During setup each player shuffles all of their faction's Commanders into a deck. Each player draws three Commanders. A player may choose which of the Commanders to use at any time, but cannot switch Commanders after choosing. For competitive play, players draw 4 Commanders and ban 1 enemy Commander, as in tournament rules (p. 29).

Note: If multiple players are playing the same faction, both draw from the same Commander deck. Some expansions may have unique Vehicle figures; in these cases, if both players draw a Commander that would use the same unique model, it is recommended to draw a replacement Commander (rather than purchase a second copy of that unit).

9.0 - LOST BRIGADES EXPANSION - FULL GAME RULES

Lost Brigade Building Extensions (Lost Brigades for short) is an optional expansion, recommended after all players have played multiple games. It is designed to 'spice up' the game, speeding up access to certain units, especially expansion call-ins that may rarely see play, and create fun unit combinations. Note that this may affect game balance; however, experienced players should know how to counter these units. For the most balanced experience, it is advised to play without them.

Lost Brigades are similar to Commanders. However, they never require any Tier Buildings. Once picked, any number of these units can be purchased (up to the limits noted in the Supply Phase). Lost Brigades that cost 0 XP may be selected at the start of the game, and may be unlocked in turn order. Some Brigades may replace starting Infantry, if chosen at the start of the game.

During setup, each player shuffles their faction's entire collection of Lost Brigades into a deck, and draws three of them.

Each player may pick their Lost Brigade at any time, but cannot switch after making their choice.

All OKW Lost Brigades Spawn from the Spawn Area.

XP unlock cost



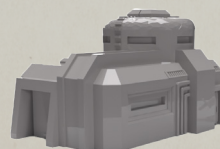
Purchase cost

10.0 FULL GAME MAP FEATURES

Some maps have unique features on them, detailed in this section.

10.1 FULL GAME MAP FEATURES - Bunkers

Bunkers are a Special Building with 4 health. Infantry stationed inside have +1 Armor Piercing Damage when attacking units outside of the bunker. As a reminder, during setup **place a white AP Die on the Bunker**. All Bunkers, including multi-hex Bunkers, are destructible unless otherwise specified. When destroyed, they no longer provide +1 AP Damage. For TP4 - Megabunker, see p. 31.



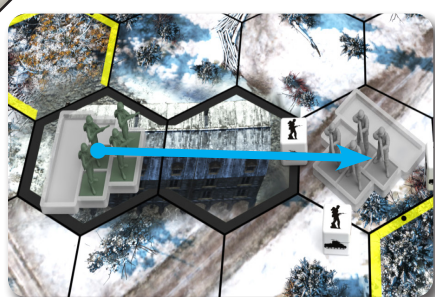
10.2 - FULL GAME MAP FEATURES - MULTI-HEX BUILDINGS AND CATHEDRAL

Multi-Hex Standard Buildings

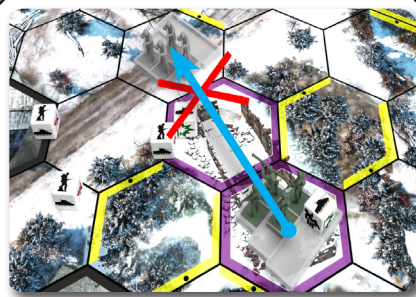
Multi-hex Buildings are the only structures opposing teams can enter normally at the same time. They provide Cover from units attacking from outside, but do not provide Cover from other units inside the same building.

By default, adjacent Buildings on a map are treated as Multi-hex buildings. **Each individual hex of a Multi-hex Building is destructible unless otherwise noted.**

Units have line of sight to any hex inside or outside of a multi-hex Building as long as their line of sight does not pass through two grey Cover lines (green in 1st ed). Destroyed Buildings, shown by purple lines, are always treated as a single hex Building, even if once part of a Multi-hex Building.



2E Multi-hex Building Example: Note that 2e maps **do not show** lines around each hex for Multi-hex Buildings. However, **1E green lines commonly do.**



2E Destroyed Multi-hex Building Example: Destroyed Multi-hex Buildings show lines around the entire hex, helping determine if line of sight is blocked.

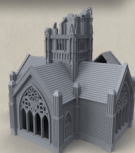
Cathedral Special Building

The Cathedral is an indestructible, Multi-hex Special Building.

This Cathedral diagram reflects line of sight, following the “does not pass through two dark grey (green 1st edition) Cover lines” rule.



If you own Terrain Pack 2, the Cathedral has a destructible Lookout Tower. For more details, see Full Game Modes / Variants (p. 31). Otherwise, only use the above Multi-hex Building rules for the Cathedral.



10.3 - FULL GAME MAP FEATURES - TERRAIN PACK 3 COVER

Terrain Pack 3 (TP3) - Destructible Cover

Terrain Pack 3 Cover is treated similarly to sandbags. All Infantry can take Cover behind any Cover on the map for free during the Maneuver Phase. No Wrench is required, and the matching Cover miniature model is added to the board. This cover is destructible, following all sandbag rules (see p. 11).

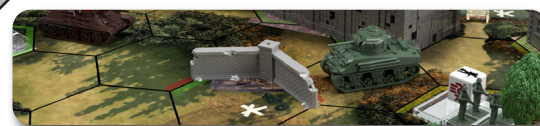
Once destroyed, all printed cover on that hex is destroyed for the rest of the game. Mark this with a white cube on the hex.

All other TP3 models, including those for Impassable Terrain (red lines), are indestructible and placed during setup.

Variant - Indestructible Cover - All cover is indestructible; it is advised to place as much cover as possible at key central points on the map.

TP3 - Impassable Terrain, Light and Heavy Cover

Light Cover -
Bushes, trees, and
pine trees (not shown):



Heavy Cover -
Stone walls:

Impassable -
Rock outcroppings:



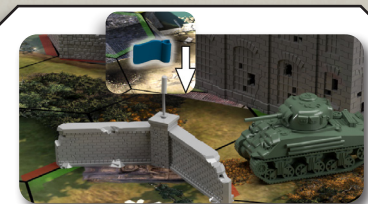
Substitute Cover -
Railing wall: may
substitute for Light
or Heavy Cover.

TP3 - Indestructible Infantry Foot Bridges

Foot bridges - used on
Moro River, prevent
Vehicles from crossing.



TP3 - Spawn Area “Base” Borders



Pine trees, stone walls, and railing walls all can have flags placed on them. Each can be placed on the outside edges of Spawn Areas with a team's flag both as a visual reminder, and to add additional Cover.

10.4 FULL GAME MAP FEATURES - ICE RULES

Snow Maps - Ice Tiles / Frozen River

Some maps feature ice tiles. 2E maps feature an icon for ice tiles. Otherwise, Ice tiles are represented visually; if a majority of a hex consists of ice, it is an ice tile.

When attacked on the ice, units have a chance to fall into the river and be instantly destroyed. The chance is determined by the assigned Damage type and the defending unit type, as shown by the Ice Matrix. An ice icon means the unit makes an ice check, rolling one Damage Die for each symbol shown. This roll occurs after Damage is assigned to a target, but before any HE or Defense Dice are rolled. If any roll shows a red symbol, the unit sinks into the river and is destroyed. Multiple Damage sources do not stack, regardless of Damage type or amount. The defender always rolls the highest amount based on the Damage assigned. A Light Vehicle assigned 2 HE and 1 AP Damage rolls only 1 die, but would roll 2 if targeted by 1 Flame Damage. **If HE Splash affects multiple units across multiple ice hexes, each unit rolls individually.**

Damage which could cause a unit to fall through the ice is always relevant for the purpose of gaining XP (including Flame to Heavy Vehicles). Units destroyed by ice grant VP for the attacker(s), and XP to the player losing the unit. Even if a unit falls through the ice, the tile itself is unaffected, and can still be traversed as normal.

				
 G	—			—
 Y	—			
 R	—			
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This diagram is also on the back of this book, as well as on the back of the Tier 3 Building Boards.

As noted in the first section above, 2E maps have an ice icon on the side of hexes that are Ice tiles. These are on snow maps such as Ardennes Forest and Stalingrad.



11.0 - ODD NUMBER / THREE PLAYER GAMES

Three and five player games may either use a Free-for-all mission setup, or may use two teams with one player fielding two factions. Alternatively, an AI player following the rules in the Solo/Cooperative Expansion may be added if a player does not wish to field two factions on their own. In Free-for-all games, all players who assign Damage to a unit gain VP when it is destroyed.

12.0 - FULL GAME - MODES / VARIANTS / TERRAIN PACKS

RTS Mode (Real Time Strategy)

Real Time Mode allows for a faster pace, but otherwise plays as normal. The Operations Deck is used as in Full Game Rules; however, the chosen amount of turns is revealed immediately, and both players set aside the selected total amount of CP cubes for the round. Players maneuver simultaneously by placing CP cubes one at a time in a hex for movement, abilities, or building Battlefield Defenses. All movement **must** be made one CP at a time. Any Retreats for Infantry may still be resolved at the end of the Maneuver Phase.

Placement Ties

If two opponents place a cube in the same hex at the same time, the tie goes to the first player/team this round. If a possible conflict is spotted, the first player/team should verbally announce it, even before timer starts.

Timer

The Core Set includes two 3 minute timers. 3 minutes is how long each Maneuver Phase lasts. Once the timer is out, any player can call time, and one last move per player in turn order can be initiated.

Soft Timer Play (non-RTS mode)

A timer is recommended for speeding up the game and clarifying whose turn it is. After a team spends their 3 CP during the Maneuver Phase, or purchases a unit during the Supply Phase, players should inform their opponent their turn is over, flipping a timer for their opponent's turn.

Tournament Play - Blitz Mode

Official tournament play uses the following rules: Players draw 4 Commanders each and immediately ban 1 of the opponent's Commanders. The game uses a 90 minute time limit. Players receive 1 minute for each turn in the Maneuver Phase. There is no timer for Damage Assignment or Resolution, which should occur simultaneously, with no delay over 1 minute allowed. In the Supply Phase, Players have 1 minute to purchase and Spawn a unit (or upgrade), or to pass. Once a player / team has passed during the Supply Phase, the other team gets 1 final minute to make any remaining purchases. If the game is not completed within 90 minutes, the game ends after the current round. The bonus 3VP is still awarded for the player with the most Victory Capture Points. In a tie, victory is awarded to the First Player/Team of the first round of play. Find the official companion timer at: <https://coh-bg-comp.web.app/>

12.0 - FULL GAME - MODES / VARIANTS / TERRAIN PACKS

STURDIER BUILDING MODE - MAIN GAME VARIANT

Standard Building Health is 3, or 6 for Bunkers (instead of 2 / 4, respectively).

ADVANCING SPAWN MODE - MAIN GAME VARIANT

Advancing Spawn Mode is a mode to create even bigger climactic finishes. In this mode, player Spawn Areas grow in size by 1 hex in all directions (including toward the center of the board) during Supply Phase Step 4 - Purchase. This occurs on specific rounds, based on the chosen game length (see below). During setup, shuffle and create 2 sets of cards from the Operations Deck (using the numbers below). Each set is depleted in order. After a set is depleted, the Spawn Areas grow per above rules. Once both sets are depleted, use the Operations Deck as normal.

Short Games - Rounds 2 and 4 (First set 2 cards, Second set 2)

Medium Games - Rounds 3 and 5 (First set 3 cards, Second set 2)

Long Games - Rounds 3 and 6 (First set 3 cards, Second set 3)

PURIST MODE

Purist Mode uses rules similar to the Company of Heroes video games; Victory Points are not granted for defeating units. Only capturing Victory Control Points grants players VP. Because of this, units with Heroic Sacrifice now grant 3 XP instead of 1 when destroyed.

Recommended 1vs1 End Game Trigger:

End Game	Short	Medium	Long
Trigger:	15 ★	18 ★	21 ★

Add +3 to these values for 2 vs 2+ games. 3 Bonus VPs are still awarded in final scoring to the team with the most Victory Capture Points.

TERRAIN PACK 3 FEATURES

Terrain Pack 3
Factories can be used on any map as either standalone Buildings, or 2 hex multi-hex Buildings. The top story section can be removed to use as Destroyed Buildings.



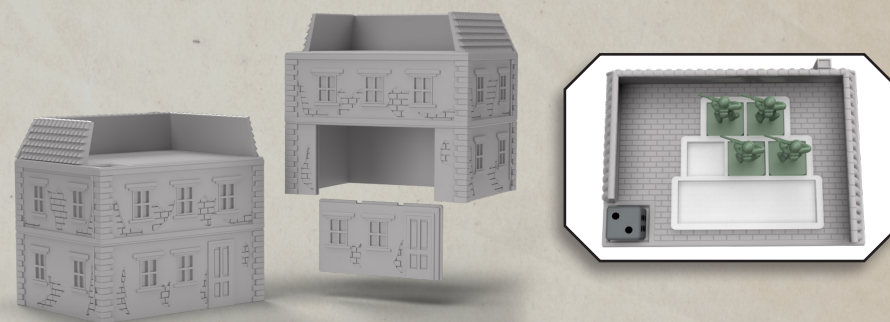
TERRAIN PACK 1 FEATURES

Terrain Pack 1 offers unique gameplay options. The Buildings are rectangular, with a special back wall that can be slid in or out. Terrain Pack 1 also includes flags, flagpoles, sandbags, tank traps, and razor wire miniatures as alternatives to the tokens found in the core box set.

Variant - Fog of War Buildings

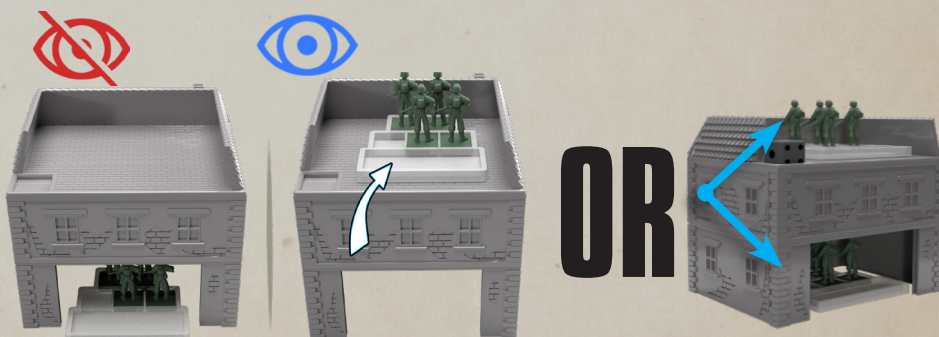
Remove the Building slide-outs to create a gap which units can be placed into when entering Buildings. When a unit enters a Building, rotate the Building so that the empty gap faces your team. The opposing team cannot see this unit, check its health level, its facing, its upgrades, or anything else about the unit unless one of their own units has sight of the Building. When the unit in the Building assigns Damage, or if an enemy has the Building within sight, reveal the unit by placing it on top of the Building. The unit can be placed back down below once the Building is no longer visible.

You may be surprised how much information this deprives the enemy!



Standard Buildings. If you decide to not play with Fog of War Buildings, leave the back wall slides in place, forming a solid Building (this is for cosmetic purposes only).

Building Health. Use the dice slot to track Damage done to the Building. A Building has 2 health unless a map / scenario specifies otherwise. For convenience, we recommend only placing a health die on a Building once it has received Damage. The amount shown on the die should represent the Building's current health.





12.0 - FULL GAME - MODES / VARIANTS / TERRAIN PACKS

TERRAIN PACK 2 FEATURES

Terrain Pack 2 features a massive cathedral model with unique rules, as well as Bunkers and Destroyed Buildings used for cosmetic purposes.

Cathedral Special Building - Lookout Tower - Requires Terrain Pack 2

The Cathedral features a tower positioned directly over (and in the middle of) four other cathedral hexes. The tower is considered adjacent to these four hexes. Units can move into the tower through any of these hexes.

Units in the tower receive +4 Sight in addition to any sight bonuses they have, allowing them to spot enemy units 6+ hexes away for their team (depending on the unit's base sight). Buildings do not block line of sight for units in the tower. For simplicity, **MGs (and Raketenwerfers) can only set up facing their Firing Arc to the sides along normal hex facings, and have a normal Firing Arc.**

The 3 Defense Die Building Cover bonus in the tower is triggered even when attacked from other units inside the rest of the Cathedral. Assaulting the tower does not trigger Cover, as per normal Assault rules.

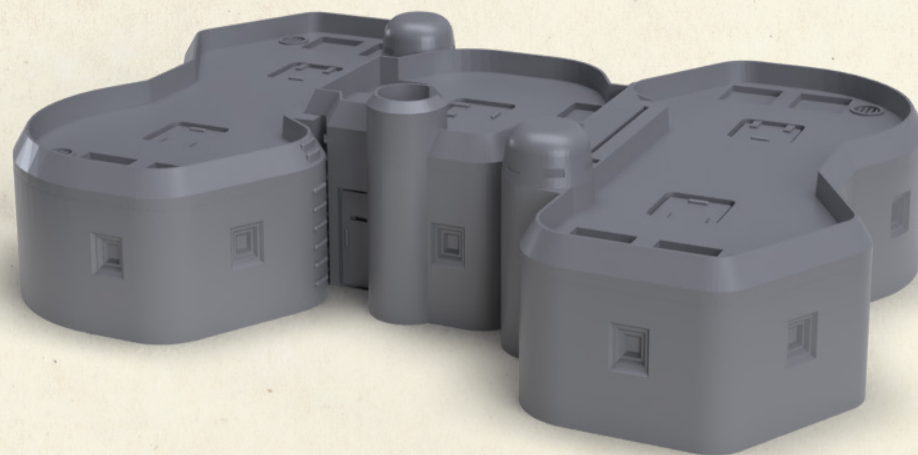
The tower is the only part of the Cathedral that can be destroyed. It is treated as a Special building with a default health of 2.

When the tower is destroyed, remove the initial tower piece and replace it with the destroyed tower piece. Any units in the tower Retreat to the nearest empty hex towards a Retreat Point. Units can no longer occupy the tower. Any Resource points in the tower are neutralized.



TERRAIN PACK 4 FEATURES

Terrain Pack 4 Mega-bunker is modular, enabling its use both on specific maps that use the Mega-bunker, or on any map that uses Bunkers. Individual sections of the Mega-bunker can be destroyed like any multi-hex Building, represented visually thanks to its modular design (even though this is rare due to Bunkers having 4 health).



READY FOR YOUR FIRST COMMAND!

You are now ready to play the Company of Heroes Board Game! Good luck on the front lines, soldier.

13.0 - GLOSSARY

+1 Health: The unit's maximum and current health increase by one. This is represented by adding an Infantry figure to the tray. Track with a +1 Health green die, or Veterancy green die. For +2 Health, add 2 figures and use a +2 health green die or 2 Veterancy green dice.

Ally/Allied: Any unit controlled by you or a teammate, except the unit itself.

Assault: Full Game rule that allows units to move onto an enemy unit's hex, declaring an Assault and marking with a CP cube. p. 22

Adjacent: When an ability specifies adjacent hexes, all of the hexes must be touching each other. This is different from consecutive hexes (see later). Mortars and Snipers cannot target adjacent hexes.

Anti-Infantry Damage (AI): A type of Damage effective vs Infantry, less effective vs Light Vehicles and Emplacements, and that has no effect vs Heavy Vehicles. p. 19



Armor Piercing Damage (AP): A type of Damage that is less effective vs Infantry and Emplacements, but effective vs other units (p. 14). AP Damage triggers a Heavy Vehicle's Frontal Armor Defense if within their Frontal Arc. p. 21



Assign Damage: All Damage assigned to a unit in the Damage Phase is resolved together, regardless of source. Overwatch Damage is automatic, guaranteed Maneuver Phase Damage (p. 13). Damage assigned in other phases from rare Commander abilities is resolved together with other assigned Damage.

Battlefield Defenses: Includes sandbags (First Game Rules), along with barbed wire and tank traps. All Battlefield Defenses have 2 "Flat" Health; if 2 or more Damage is assigned to the hex in the Damage Phase, all Battlefield Defenses are removed at the end of the Phase. Health is not tracked; if only 1 Damage is assigned, it is ignored. p. 11

Buildings / Destroyed: Buildings provide 3 static Defense Dice. Destroyed Buildings provide only 1 static Defense Die. Both are considered "Standard Buildings." Indestructible in the First Game Rules. p. 20.

Bunker: A Special Building with 4 health. Grants an AP Damage Die for Infantry inside when targeting units outside of the Bunker. p. 27, 31

Cathedral: A Special Building. Indestructible except for the tower, which has its own special rules. p. 28, 31

Camouflage (Camo): Camouflaged units cannot be targeted by any ability or attacked unless an enemy is adjacent to them, or they are spotted by a unit with "Spots camo - +2 Sight," or a Recon Plane Commander ability. p. 16

Capture: Taking control of a Control Point. Occurs at the beginning of the Supply Phase. Only Infantry (green) units or units with the Capture ability can Capture Control Points. Pinned or Retreating units cannot Capture. Note that all Core Set tier 1 Light Vehicles have the Capture ability. p. 13



Close Range Firepower: A special ability that adds +1 AI Damage at a range of one, and during Assaults. This ability is not affected by range upgrades. (ie, Sturmpanners only do 2 AI at range 1, or 1 AI at range 2).



Commander/Doctrine: The terms Commander and Doctrine are used interchangeably. Represented by Commander Cards that unlock additional abilities and units. p. 26 - 27

Commander Tiers: Commander Tiers are unlocked by spending experience. They are unlocked from left to right and tracked using the Commander Tier track on the HQ Board. p. 26

Consecutive Hexes: When an ability specifies consecutive hexes, it means a number of adjacent hexes in a straight adjacent line.

Control Point: Missions use triangle resource tokens to identify where resources and Victory Points are set up. (See Capture)

Cover, Heavy: Provides +2 bonus Defense Dice to Infantry (green) units. p. 21



Cover, Light: Provides +1 bonus Defense Die to Infantry (green) units. p. 21



Damage Dice: Also referred to as upgrade dice. White dice with the four Damage symbols on it, as well as speed and spent speed symbols.

Defenses, Static: In addition to the defenses identified on the Defense Matrix, units can receive extra Defense rolls from Cover, Frontal Armor Defenses, and unit upgrades. p. 21

Defense Matrix: The important chart found on the back of your Tier 3 Building Board. Identifies relevant Damage types and Defense rolls. Only HE Dice that roll a "hit" or "crit" are rolled for Defense. p. 19

Emplacements: Units identified with a purple health symbol. Emplacements are immobile, and built adjacent to Infantry with a Wrench icon. Resistant to AI and AP Damage. p. 11 - 12

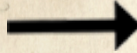


Experience (XP): A resource earned during the Damage Phase. Players receive 1 free XP each Round, and 1 Bonus XP for each enemy unit they assign relevant Damage to. Players also gain 1 XP for each of their units that are destroyed. Tracked with white cubes in the experience cutout of the HQ board. Spent on unit upgrades and Commander Tiers. p. 25 - 26

Firing Arc: An arc composed of the unit's hex the hex in front of its facing, then expanded out in a cone (using the forward 3 hex directions). Used to determine which hexes Weapon Teams and Vehicle fixed guns (non-turreted attacks) can hit. The Firing Arc also determines whether AP Damage triggers Frontal Armor Defense on Heavy Vehicles. p. 14, 21

13.0 - GLOSSARY

Fixed Gun: The forward arrow means this attack is fixed (non-turreted), only attacking targets in the unit's forward Firing Arc. Upgrades to fixed Damage types are also considered fixed. p. 14



Flame Damage: Ignores defenses, including all Cover and upgrades. Units take Flame Damage automatically, before rolling any Defense Dice. Heavy Vehicles are immune to Flame Damage. Flame and HE are the only Damage types that Damage Buildings. p. 19 - 20



Friendly Fire: Damage that affects your own units, or your teammate's units. Only HE Splash and certain Commander abilities can cause friendly fire.

Frontal Armor Defense: Similar to heavy Cover for Infantry, a Heavy Vehicle receives 2 total Defense Dice when hit by Armor Piercing Damage in its frontal arc, regardless of the amount of AP. This represents the increased forward armor of Heavy Vehicles and creates the need to flank tanks and other armor for maximum Damage. Frontal Armor has the same arc as Firing Arcs. p. 21

Heavy Vehicle: Units identified with a red heart symbol. A unit type representing tanks, tank destroyers, assault guns, and other armored Vehicles. Heavy Vehicles are immune to Flame and Anti-Infantry Damage, are resistant to HE Damage, and have Frontal Armor Defense against AP Damage. However, they have restricted movement. Heavy Vehicles with two Damage types may split their Damage by assigning one type to each enemy. p. 14, 21



Heroic Sacrifice: Units with this ability do not provide a Victory Point to the opposing team when destroyed. p. 16



High Explosive Damage (HE): The only variable Damage type. HE can miss, hit, or crit, causing 0, 1, or 2 points of Damage. Vehicles are resistant to High Explosive Damage, rolling 1 Defense Die for each Hit or Crit result. No Defense is rolled on a Miss. If a defending unit has 1 HE assigned to it and the attacker rolls a crit, the defending unit rolls only 1 Defense Die. HE also damages Buildings. p. 18 - 19



Ice Rules: Rules for tiles on maps that consist of mostly ice. When assigned Damage on ice hexes, units roll dice according to the chart on the back of the book (or the back of each faction's Tier 3 Building Board). If they roll a red symbol, they fall through the ice and are destroyed without rolling for Damage.

Impassable Terrain: Red lines are used to note where units cannot move through, Repair, Reinforce, Spawn, or construct Emplacements across. p. 10

Indirect: Damage that can ignore line-of-sight to shoot over Buildings and smoke. p. 18



Infantry: Units identified with a green heart symbol. Includes both standard Infantry and Weapon Teams. When an effect specifies Infantry, it applies to both types. Resistant to AP Damage. p. 10 - 12, 19



Light Vehicle: Units identified with a yellow heart symbol. Most Spawn with a Speed Die, giving them a free extra move per round. Resistant to Anti-Infantry (AI) and High Explosive (HE) Damage. p. 13, 19



Neutralize: All units can neutralize an enemy Capture Point, removing their flag and control. This occurs during the Assign Damage Step 2 of the Damage Phase unless the unit is retreating, is part of an active Assault, or is a Pinned Infantry unit. p. 15, 23

Non-Turreted / Turretless: See "Fixed Gun."

Once Per Round: An ability found on Commander Cards that requires a payment each time it is used, and can be used Once Per Round Per Unit. p. 26

Packed Up / No Fire: A status used by Weapon Teams, Vehicles, and some Commander abilities. Prevents the unit from firing until it spends a CP to toggle or set up. Represented by the red "No Fire" Status Die. p. 12



Passive Ability/Upgrade: Effects that always remain active once purchased. p. 26

Range (Attack Range): How far a unit can shoot. The range of a unit is identified on its Building Board or Commander Card. Range upgrades are noted by this icon. p. 16



Reinforce: Units with this ability heal adjacent, allied Infantry units at the end of the Supply Phase. The team's Retreat Points also Reinforce allied Infantry units. Units can Reinforce an ally from inside of, or into, a Building or Transport Vehicle. Infantry with Reinforce do not heal themselves. p. 25



Relevant Damage: Any Damage type that is able to inflict Damage on the targeted unit; e.g., Flame Damage assigned to a Heavy Vehicle is *not* considered relevant Damage unless it is on Ice. p. 17, 19

Repair / Build (Wrench): Most tier 1 Regular Infantry have the Wrench ability, identified by this icon. Units with this ability can Repair a single adjacent Vehicle or Emplacement by 1 health at the end of the Supply Phase for each Wrench symbol. Units with this ability can construct Battlefield Defenses during the Maneuver Phase, and build any available and unlocked Emplacements during the Supply Phase. p. 11, 24



Resources: Manpower, Munitions, Fuel, and Experience are the primary resources spent to purchase and upgrade units and construct Buildings. Missions identify the default resource stockpiles of a team. Incomes can be increased by capturing resource Control Points. Victory Points are treated like a resource, but are never spent. p. 23

Retreat Point: A location that retreating units must reach. By default, each hex of the Spawn Areas of each team are Retreat Points. Hexes adjacent to units with this ability (noted by this symbol) may also be Retreat Points for any allied unit. p. 25



Set-up: A status that allows Weapon Teams and some Emplacements to fire. It costs one CP to set up a packed up unit. When set up, the unit chooses a direction for their Firing Arc. Changing the Firing Arc requires the unit to pack up first, then set up again (2 CP total). p. 12



13.0 - GLOSSARY

Sight Range: The range that a unit can see (2 by default). If a unit has an attack range longer than their sight range, they will require an allied spotter to make use of their full range. p. 16



Sight and Attack Range Icon used to show both a +1 sight and +1 range upgrade.



Slow: Slow units may only spend 2 CPs per round. Double Slow units may only spend 1 CP per round. p. 14



Smoke: If a unit is in a smoked hex, that unit cannot spot, can only attack adjacent units, and can only be attacked by adjacent units. Adjacent units do not spot units inside the smoke for other allies. Units cannot see or attack past a smoked hex. p. 16



Sniper: A reference to a type of unit with a default attack and sight range of 3, Camouflage, and which cannot attack at range 1 or 2.

Spawn: Adding a new unit to the board, usually into your team's Spawn Area. p. 7

Speed: A Die that is used for a free action as if spending a CP. This free CP must be used before any CP cubes are spent on the unit, and does not count towards any CP maximums for the unit or player. A Speed Die may be used to build Battlefield Defenses or use an ability. When used, the die is flipped over to show the "spent speed" side. p. 13 - 14



Splash Damage: Converts all High Explosive (HE) Damage to affect both its target hex and all hexes surrounding the target hex. Splash Damage is assigned to all units (including allies!) and Battlefield Defenses within your team's vision. Camouflaged units require a spotter as normal. Units roll Defense Dice against this Damage alongside all other Damage that that unit is receiving this round. This Damage also ignores all non-Building Cover. p. 18



Spotter / Spotting: Units automatically spot for all friendly units. If a friendly unit can see a unit or a hex, then it is visible to all friendly units. This includes Recon Plane Commanders which share visibility to all friendly units, and even spot Camouflage units. p. 16

Spots Camo: This symbol is used to show that this unit spots all Camouflaged units within line of sight. All units with 4 sight range, as well as Recon Planes abilities, have this feature. p. 16



Spots Camo

Status Dice: Red dice that show whether a unit is Pinned, slowed, packed up, set-up, Retreating, or if it deals splash Damage.

Strategizing: Teams may communicate freely throughout the game.

Timer: Even turn-based games can use soft timers. When your team has completed their turn, flip over the sand timer to put the others on the clock. This is primarily useful as a definitive signal that a turn has ended.

Transport (Vehicle): A Vehicle that can Transport Infantry. Infantry from an adjacent hex can spend 1 CP to move into the Transport Vehicle. Infantry can also leave the Transport by spending 1 CP to exit to an adjacent hex. CPs spent on a Vehicle transporting Infantry moves both units together. The Infantry inside is not directly targetable, cannot Retreat, and is destroyed if the Transport is destroyed. This awards VP for both the Vehicle and the Infantry. Since transported Infantry are not targetable, only the Vehicle itself awards XP when assigning Damage. p. 12 - 13



Turn: A division of the Maneuver Phase. Players spend or forfeit 3 CPs each turn. Turns alternate between teams. Turns are different from rounds, which are the full cycle of all phases.

Turreted: Found on Heavy Vehicles. Turreted attacks have a 360° Firing Arc. Upgrades to turreted Damage types are also considered turreted. p. 14



Vehicle Trays: Large plastic trays that hold Vehicles. An optional tool for when your Vehicle gets crowded with upgrade dice and Damage cubes.

Very first X CP and Y Munitions: This expression is used to represent Commander abilities that require a specific amount of a player's very first Command Points and Munitions to be paid at the start of that player's first turn during a Maneuver Phase. Speed Dice may be used before paying for these abilities.

Veteran: Some special units and upgrade abilities do not have a specific dice icon, so this generic veteran green dice icon is used to track them. p. 24



Victory Point: The objective of the standard game. Collected each Round from Captured Victory Control Point locations on the map, and from destroying units. p. 6, 23

Weapon Team: A sub-type of Infantry units with special movement and firing rules. Weapon Teams can only fire when set up, and can only move when packed up. All Weapon Teams have a Firing Arc that is chosen when set up. All Mortar Teams and most AT guns cannot set up in Buildings. All Infantry (including Weapon Teams) can enter a Transport Vehicle, but Weapon Teams cannot set up while transported in a Vehicle. p. 11-12

FIRST GAME ICONS REFERENCE

(Greyed out text indicates rules only needed in the Full Game Rules)

-  **Anti-Infantry Damage (AI)**
-  **Armor Piercing Damage (AP)**
-  **High Explosive Damage (HE)**
-  **Flame Damage**
-  **Speed**
-  **Spent Speed**

-  **Defense**
-  *Smoke*
-  **Sight**
-  **Sight and Range**
-  **Camouflage**
-  **Range**

-  **Pinned**
-  *Slow*
-  **Setup**
-  **No Fire**
-  *Retreat*
-  *Splash Damage*

-  **+2 Health**
-  **+1 Health**
-  *Heroic Sacrifice*
-  *Close Range Firepower*
-  **2 Close Range Firepower**
-  **Veteran**

 Manpower	 Repair	 Capture	 Infantry
 Fuel	 Reinforce	 Transport	 Light Vehicle
 Munitions	 <i>Turreted Attack</i>	 <i>Retreat Point</i>	 Heavy Vehicle
 Victory Points	 <i>Non-Turreted Attack</i>	 Experience Cost	 Emplacement

				
 G	—			—
 Y	—			
 R	—			
 P	—			

Maneuver Phase

1. Turn Order - Alternate first team each Round
In Full Game Rules, the first team draws and picks an Operation.
2. Spend three CPs for each player on a team, alternating between teams until all twelve (or chosen Operation amount in Full Game Rules) are spent or forfeited. Each hex movement costs one CP.
3. Perform Infantry Retreats in team order (Skip in First Game Rules)

Damage Phase

1. Machine Guns Assign Damage and Pins
2. Neutralize, Assign all Damage, Collect Experience (XP)
3. Defender rolls applicable Defense Dice
4. Apply resulting Damage
5. Remove destroyed units, Collect Experience (XP) and Victory Points (VP), and resolve Assaults (Skip in First Game Rules)

Supply Phase

1. Neutralize, Capture flags, and adjust incomes
2. Collect resources according to income levels
3. Check for Victory Point End Game Trigger
4. Spend resources, Spawn units, purchase upgrades, unlock Tier Buildings
5. Remove Retreat and Pin Dice, perform Repairs and Reinforcements